VOLUME 2 APRIL 99 ISSUE 1

NEW AGE GAMING SOUTH AFRICA

SPECIAL BIRTHDAY EDITION

SOUTH AFRICA'S OWN PC AND PLAYSTATION GAMING MAGAZINE

CIVILIZATION CALL TO POWER VS SID MEIER'S ALPHA CENTAURI

DAIKATANA

TOP SECRET Playstation 2 Uncovered

FEATURE Pentium 3 Dissected

UNREAL TOURNAMENT Exposed

METAL GEAR SOLID AWESOME Review

R4 RIDGE RACER TYPE 4 SA First Look

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South Africa R18.95

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ED's Note

We've only just begun...

So, this is the big birthday issue. The real question is what do our readers expect from me on this auspicious occasion? Do I use half the space wishing the magazine a happy birthday and thanking everyone for their continued support or do I come up with some insightful editorial about the gaming community? So many questions so much pressure and not even one single good idea yet. On the other hand, by using a rather clever distraction and idle banter technique, I've managed to eat up over a hundred words pondering my problem, which I'm now making yours. That's why they call me the Editor.

A thought struck me the other day - does anyone realise just how much effort goes into making a game? We often get letters from naive but incredibly ambitious readers asking how to go about making a computer game. Our answer is always the same, "Spend twenty days drawing trees, and then we'll talk". When I was a teenager, it was altogether possible to write an entire game by yourself. With a few litres of Coke, a jumbo-sized packet of crisps and a Commodore 64, anything was possible (it would only take a few weeks during school holidays to do the whole thing and then you'd be famous!). The only problem with this scenario was follow-through or the lack thereof. My friend and I would sit and plan the game while at school, anticipating the arrival of the holidays. On day one I'd draw a few graphics while he threw a few sprites around the screen, on day two I'd fiddle with a few sound effects while he successfully coded the collision detection routines. Day three saw us playing a few other games for inspiration and finally day four saw us completely engrossed in Wizardry and Paradroid - our great game would have to wait until the next holiday. If only we had just kept at it, it's all about dedication, a quality we had very little of back then. Today the picture is a little different and often gamers complain that it takes too long to make games and no-one can understand why release dates are getting pushed back so far all the time. Perhaps you should consider that it takes a graphic artist around twenty days to draw all the different trees required for Baldur's Gate. Twenty days! Multiply this by everything in the game and you'll quickly see where the years disappear to. So the moral of the story is this - if you want to make a computer game spend twenty days drawing trees and then see if it still seems so glamorous a task.

Just one candle

Well it is our first birthday issue but we're all too tired to do any major celebrating of any kind. Playing games is such hard work you know and then there's the buying of expensive new hardware and surfing the Internet all day and I won't even go into playing deathmatch games for hours on end. But that's not your problem now is it! Just know that we all have a serious case of keyboard finger and mouse forearm for our efforts. If you glance around the magazine, you will probably notice that we've changed a few things. It's an official refresh of the magazine. If you carefully open the issue, turn it upside down and flick through the pages a few things will probably fall out. The most important item in the heap on the floor, next to the cover CD and under the poster is our survey - don't worry we're not getting all corporate and official on you. Take a few minutes to fill it in and send it back to us, it's sole purpose is to find out what you want to see in NAG, so just do it, and make us happy - it's our birthday afterall.

Michael James, Editor

PS In case you're wondering we didn't forget to get a birthday present for our one year old baby - that new Pentium III was a good choice. Happy birthday NAG!

New Age Gaming

South Africa's Own Gaming Magazine

An

Unreal Design FX

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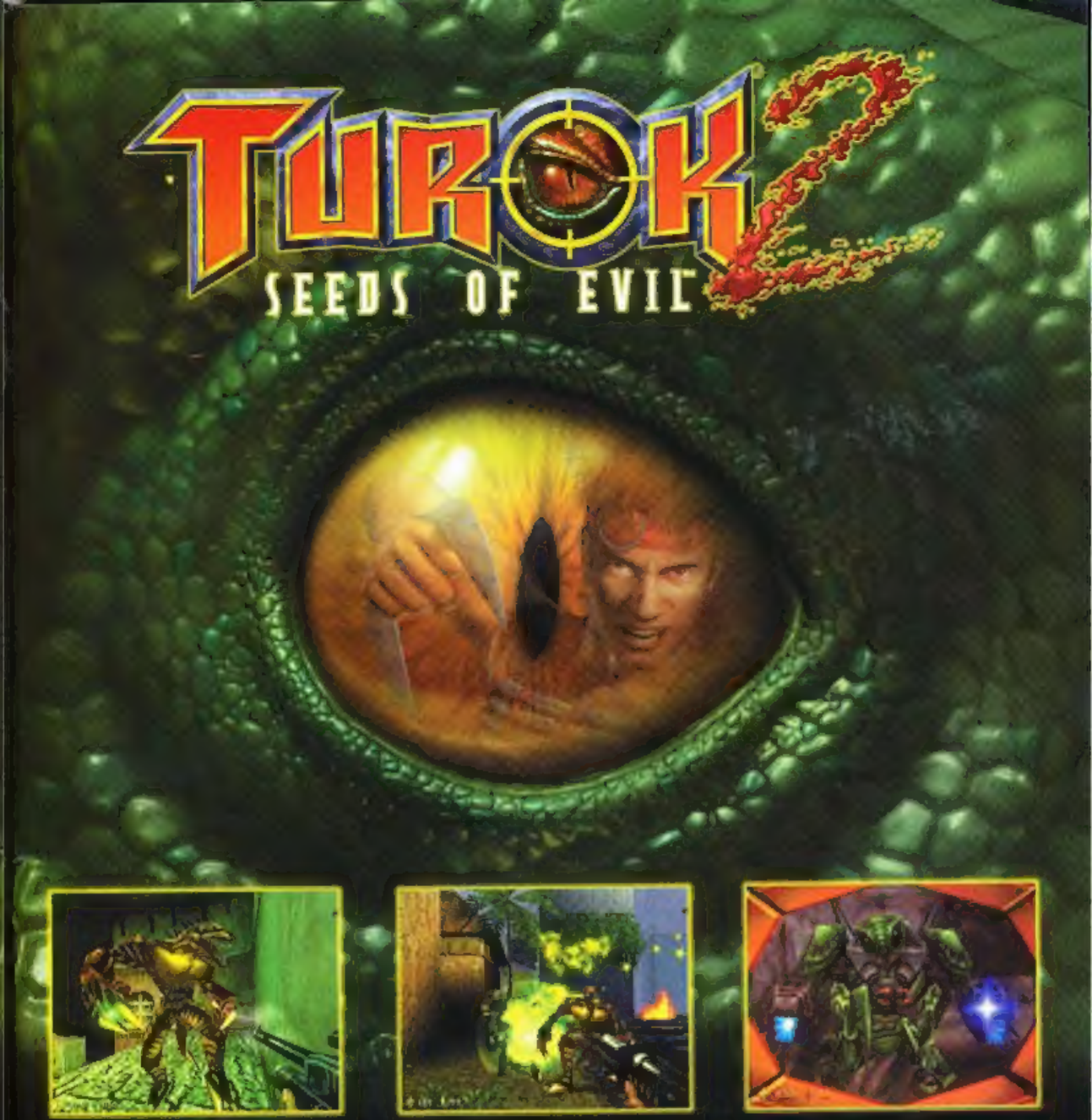

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Are smart enough to attack in groups, flee when they're outgunned, and know to take cover!

Over 24 Devastating Weapons
Unload twin barrels of ricocheting shotgun shells with the Shredder! Blow enemies clean away with the heat-seeking Scorpion Launcher! Send brains flying with the skull drilling Cerebral Bore! Stomp your enemies while riding an artillery-mounted Triceratops!

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NAG Alert: Stop The Press

Unfortunately the Quake 3 Movie has to be played manually due its compression format. It is located in the 'Movies' directory and named 'Quake 3.mov' which is a Apple Quicktime format. Double click the file to run it.

Unfortunately the X-Wing Alliance Movie has to be played manually due its compression format. It is located in the 'Movies' directory and named 'Xwing Alliance.mov' which is a Apple Quicktime format. Double click the file to run it.

NAG Cover CD

Demos

Half-Life Uplink
Imperialism 2
Lander
Machines
Redline
Roadwars
Rollcage
Rollercoaster Tycoon
Slave Zero
Superbike: World Championship
Turok 2
Uprising 2
Virtual Deep Sea Fishing
Virtual Tennis
Worms Armageddon

Cheats

New PC Cheats added every month.

Movies

Star Wars Trailer - The Force is strong at NAG
Quake 3 Movie - Bombastic Video
X-Wing Alliance - Back with a vengeance

Patches

Baldur's Gate (Official Patch)
Creatures 2 v1.0.38
Dark Vengeance v1.1
Quake 2 IAS (Sound Enhancement)
Moto Racer 2 v1.34
Red Baron 3D v1.0.7.8
Sin v1.03
Test Drive 5 v1.1
Thief v1.33
Tribes v1.03
Viper Racing v1.1

Add-Ons

Worms Armageddon Theme
SimCity 3000 Add-On Plug-In
SimCity 3000 Landmark Pack 1
SimCity 3000 Landmark Pack 2

Creative Drivers

Creative Sound, Graphics, PC-DVD & Gamepad USB drivers on CD.

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The only joystick adjustable for left or right handed users, or small or large hands using Saitek's unique Ajustment tool.
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Available from Incredible Connections, Software Connections, CNA and most leading computer retail outlets. Please phone the distributor for details of your nearest stockist.

NAG's WEBSITE OF THE MONTH

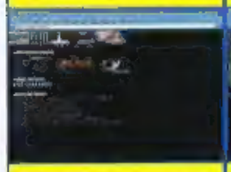
http://www.diabloii.net/

To keep up with all the information generated every day on the Internet about Diablo 2, you would need about five people working around the clock just to keep track of it all. So, it's a good thing then that someone out there has had the foresight to do just that. Stop interviewing professional Internet surfers and point your browser to http://www.diabloii.net/ - it has everything. Diablo caused quite a ripple in the pond when it was released, it had everything you could ever want from a game and somehow managed to combine action and RPG into one unforgettable experience.

Many people said it leaned a little too heavily over to the action side and downplayed the role playing aspect. The interesting thing is that these same people also played the game to death. With the 'immi-nent' arrival of Diablo 2, a multitude of official and unofficial sites have appeared to sate the public's ever-growing appetite for information. You'd be surprised just how much information is presented on this site, considering that the game is still months away from its release date. They even go as far as analysing an interview with one of the key developers of the game and have detailed information on what date certain screenshots were released (obsessive is a mild term). The site has a nice easy to understand interface and covers every aspect of the game in loving detail. There is more than enough information here to keep you busy until the final game is released. The good news is that Diablo 2 is on it's way!

NAG's Favourite Websites of the Month

http://www.digitalanvil.com



The Wing Commander movie is coming soon and this site is the place to go to find out more. Digital Anvil also have a few other interesting products in the pipeline including Conquest: Frontier Wars, an interesting looking game with galactic domination as its focal point. Starlancer is a first person space combat game that takes it's inspiration from the Wing Commander series and finally Loose Cannon sees you playing a bounty hunter pursuing criminals across the country. Chris Roberts, the creator of the hugely successful Wing Commander games is behind the company. Digital Anvil are also involved in creating some of the special effects used in the movie. There is plenty of insider information about the movie and details on how they managed to do some of the things you'll be seeing when it's released. Microsoft also has a stake in the company and will be publishing their upcoming games.

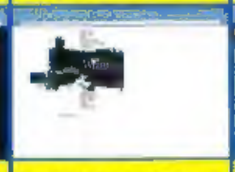
http://www.ionstorm.com

Now this is a web site. Animations and sound effects abound when browsing through this site. Ion Storm is the Development Company behind Daikatana, probably the most anticipated first person shooter this year. John Romero is the main man behind this title and is also responsible for a lot of what you saw in Doom and Quake. John Romero's game designing history has created so much anticipation for Daikatana that the Internet struggled to keep up with the demand when the first Daikatana demo was released last month. Besides Daikatana, the team are working on a few other projects that look rather tasty. The whole experience feels like you are clicking through the options screen of a game and not a web site. As usual the site has all the standard information, screen shots, news and many interesting buttons that light up to keep most people happy. Do go have a look - it oozes class.

http://www.f19.org

Act 2 Scene 5
Distraught nurse to Doctor Phil, "Doctor, isn't there anything you can do?" Shaking his head the doctor replies, "No. I'm afraid not, he doesn't know what Final Fantasy is. I can't help him." Nurse pulls the plug out of the wall, the TV goes dead and all is quiet. Curtain down. Applause. Well, if you have a PlayStation you should know what Final Fantasy VIII is all about, only those of you with computers can be forgiven for going - what, hey? The game has already been released in Japan and will only be making it to our shores later this year. Don't worry though, this web site has all the information you will ever need to know about the game, screen shots, movies, story and a forum where people can discuss the game in depth even though they've never play it. The site is updated frequently and is an excellent companion to count the months down until the game is released.

http://www.wizards.com



People who like playing computer games also like playing card games (not everyone mind you but most), so if you're looking at this web site thinking what has this got to do with games, then just move along to the next column. Magic: The Gathering has an impressive following with literally billions of cards in circulation around the world. If the words Forgotten Realms or Dungeons & Dragons spark any kind of interest in the backwaters of your mind, then make sure you don't miss this site on your next cyber tour. Don't feel left out just because you live in South Africa though, if this kind of thing tickles your fancy then there is a local web site that you should investigate. The Games Emporium Online can be found at http://www.geon.co.za and is full of local news and information about upcoming events. Now don't say we never tell you stuff.

http://www.namco.com

If anyone tells you that the Internet is just an endless supply of boring static screens then send them to www.namco.com. This site just recently won an award for their Ridge Racer Type 4 page (although the word page doesn't do it any justice) which really comes alive on your screen. Namco has been making games for a very long time and titles such as Tekken 3 are a showcase for this pedigree. One of the most eagerly anticipated titles of the year must be Ridge Racer Type 4 and you can find out all about the game on the site. All the usual kind of Internet site stuff is there like news and support information. One area of interest on the site is their arcade section. If you thought the arcade machine was dead, think again - it's alive and well with new releases happening all the time. Give it a look, it won't hurt a bit.

WHERE & WHEN?

New Age Gaming Price Comparison

Game Description	Incredible Connection	Cnt Interactive	Ims & Vs	Buggies
San Francisco Rush (PSX)	R399.00	R450.00	R400.00	R400.00
Devils Dice (PSX)	R399.00	R399.00	R420.00	R419.00
Premier Manager 98 (PSX)	R449.00	R450.00	R401.00	R449.00
Tiger Woods 99 (PSX)	R329.00	R329.00	R300.00	R399.00
Delta Force (PC)	R279.00	R279.00	None	None
Alpha Centauri (PC)	R299.00	R299.00	None	None
Settlers 3 (PC)	R329.00	R399.00	None	None
Sidewinder World Champs (PC)	R250.00	R260.00	None	None

PC Release List

APRIL
Baldur's Gate - INTERPLAY
F-16 Aggressor - VIRGIN INTERACTIVE
Sports Car GT - ELECTRONIC ARTS
Infinite World: Meridor 2 - INTERPLAY
Links Extreme - ACCESS
Magic & Mayhem - BULLFROG
MechWarrior 3 - MICROPROSE
Shattered Light - SIMON & SCHUSTER
Worldcraft Pro - HAVAS
Jagged Alliance 2 - SIRTECH
Might & Magic VII - 3DO
Heavy Gear 2 - ACTIVISION
Commandos: Beyond the Call of Duty - EIDOS INTERACTIVE
Aliens vs. Predator - FOX INTERACTIVE
Dark The Mage Wars - VIRGIN INTERACTIVE
MS Baseball - MICROSOFT
Railroad Tycoon II - GOD GAMES

MAY
Road Wars - INTENSE ENTERTAINMENT
PGA Championship Golf - SIERRA SPORTS
Shadow Company - INTERACTIVE MAGIC
Tiger Command - ELECTRONIC ARTS
Braveheart - EIDOS INTERACTIVE
Revenant - EIDOS INTERACTIVE
Tomb Raider 2 Gold - EIDOS INTERACTIVE
Descent 3 - INTERPLAY
Star Trek: Birth of the Federation - MICROPROSE
East Front - TALONSOFT
Legacy of Kain: Soul Reaver - EIDOS INTERACTIVE

PSX Release List

APRIL
Shanghai - ELECTRO SOURCE
T.R.A.G. - ELECTRO SOURCE
Monster Seed - ELECTO SOURCE
Warzone 2100 - EIDOS INTERACTIVE
Bomberman Fantasy Race - ALTUS
Bust a Move 99 - ACCLAIM
High Heat Baseball 2000 - 3DO
3Xtreme - SONY ENTERTAINMENT
Clock Tower 2 - ASCII

MAY
Castrol Honda Superbike Racing - ELECTRONIC ARTS
Street Fighter Alpha 3 - CAPCOM
Vermin - EIDOS INTERACTIVE
All Star Tennis 99 - UBI SOFT
Dreams - INFOGRAMES
LeMans Racing - INFOGRAMES
American Deer Hunter - INTERPLAY
Atlantis - INFOGRAMES
Legacy of Kain: Soul Reaver - EIDOS INTERACTIVE
WWF: Attitude - ACCLAIM

TOP 10 GAMES

E-Mail: topten@nag.co.za

Postal: TOPTEN, PO Box 2749, Alberton, 1449.

	NAME
1.	Baldur's Gate
2.	Alpha Centauri
3.	Half-Life
4.	Heroes of Might & Magic 3
5.	Starcraft
6.	Might & Magic 6
7.	Railroad Tycoon 2
8.	Thief
9.	Fallout 2
10.	Unreal

	NAME
1.	Metal Gear Solid
2.	Crash Bandicoot 3
3.	Zenogears
4.	Final Fantasy 7
5.	Syphon
6.	Final Fantasy 8
7.	Resident Evil 2
8.	Actua Tennis
9.	Tekken 3
10.	Gran Theft Auto

LM = Position Last Month TM = Total Months on chart RET = Re-entry

	NAME	LM	TM
1.	Starcraft	1	2
2.	Baldur's Gate	2	2
3.	Age of Empires Pack	5	2
4.	Caesar 3	9	2
5.	FIFA 99	6	2
6.	Quest for Glory 5	3	2
7.	Half-Life	10	2
8.	Combat Flight Sim	7	1
9.	Tomb Raider 3	4	2
10.	Biggest Games, Best Events	8	1

	NAME	LM	TM
1.	FIFA 99	1	2
2.	Tomb Raider 2	3	4
3.	Tekken 3	6	2
4.	Gran Turismo	4	4
5.	Crash Bandicoot 3	5	2
6.	Brian Lara Cricket	2	2
7.	Small Soldiers	10	2
8.	F1 98	new	new
9.	Spyro the Dragon	7	2
10.	TOCA 2 Touring Car	8	2

JANUARY/FEBRUARY ISSUE COMPETITION WINNERS

10 Lucky entrants into our January/February issue of New Age Gaming Competition each won themselves a copy of the very popular RPG title Baldur's Gate courtesy of Electronic Arts Africa.

The winners were as follows:

Mr. J. Oosthuizen (Vryheid)
Wesley Julyan (Mtwalume)
Thys van Zyl (Parys)
Jerome Lythan (Verulam)
Dino Kiratzidis (Phalaborwa)
Willem Grobler (Pretoria)
Craig Manser (Port Elizabeth)
Roger Alborough (Durban)
Justin Rompelman (Nelspruit)
Salmo de Kock (Jeffreys Bay)

Congratulations to the winners and keep those entries coming and remember to include your contact details in your entry if you want to stand a chance to win some of the fantastic prizes sponsored by local distributors monthly.

ELECTRONIC ARTS AFRICA WEBSITE CORRECTION

In the January/February issue of New Age Gaming we stated incorrectly that Oracle were the designers of Electronics Arts Africa's website. We apologise for the oversight and the correct company that developed the site is Figanic Studios.
http://www.figanic.com
If you haven't checked out the Electronic Arts Africa website yet, head over to http://www.ea.co.za to see the array of current and upcoming titles from Electronic Arts. Watch out for the flying characters that appear over the web pages from time to time, they are truly amazing.

DIRECTX 7 COMING SOON

Microsoft's DirectX 7 is scheduled to make its debut in July this year and it promises some more enhancements for the developers to take advantage of. There are a few key enhancements and additions scheduled for the API, the most important would be hardware-accelerated support for transformation and lighting, which is supported by the majority of current 3D accelerators. This will free up the load on the CPU and make it available for more important tasks such as the AI or more process intensive special effects.
Some other new features include a new Pan3D algorithm for 3D sound as well as a new USB interface model. 1024 x 768 might also become the standard resolution for games this year and therefore DirectX 7 will support predictive texture loads and offer a sub-level texture cache manager. There was however no mention of AGP 4X support in this context.

LARA CROFT MOVIE ANIMATED?

Rumours recently surfaced regarding the Tomb Raider movie that is scheduled for production some time soon. The rumours stated that the film will be animated in the same vein as 'A Bug's Life' and 'Antz'. Instead of an actress playing the coveted part of Lara Croft it would be some CG animators doing all the work. Luckily the developers of the Tomb Raider series laid the rumours to rest quickly and stated that it would be a *'live action movie, release date to be determined'*, as they put it. So the bets are on again about which actress will take the lead role of Lara Croft. Sandra Bullock, Liz Hurley ... Place your bets ladies and gentlemen!

E3 SELL-OUT

For the fifth consecutive year the Electronic Entertainment Expo (E3), the world's largest trade show for the fastest growing entertainment industry, sold out all available exhibition and meeting space. This year there will be exhibitors from all around the world including 60 companies from outside the States and 109 first time exhibitors. The show will be held in the Los Angeles Convention Centre from the 13-15 of May. New Age Gaming will of course be attending, sending our brand spanking new Editor this year to bring all our readers the scoop on happenings for the year.

RAVEN TAKE ON STAR TREK: VOYAGER

Raven Software, the Wisconsin development arm of Activision, will be delving into a game based on the popular 'Star Trek: Voyager' television series. This was to be expected since Activision signed a deal last year giving them rights to the Star Trek brand for games.
The following is a quote from Brian Raffel's plan:
"I am pleased to announce that Raven Software will be developing a Star Trek: Voyager game for Activision. The title will encompass the attributes of both intense first-person shooter action and team oriented combat, as you play the role of a security officer fighting alongside your fellow security team members. Drawing from the rich Star Trek universe, we will be focusing our efforts into creating the most amazing first-person shooter yet, with new and intriguing gameplay elements. We are developing new AI and scripting systems so the NPC's and enemies will intelligently react to their surroundings and situation. At this time we are in the early stages of development and more information will be forthcoming."

ELECTRONIC ARTS SIGNS FORMULA ONE LICENSE

Hot on the trail of the Superbike World Championship license EA announced that it has signed a deal securing the coveted international motorsports Formula One license. EA will be developing titles based on the Formula One cars and races for leading console platforms as well as the PC. The multiyear license gives Electronic Arts world-wide interactive rights to the FIA Formula One Drivers and Constructors' World Championships including drivers, teams, cars and tracks on the Formula One circuit. The Formula One circuit visits 16 continents yearly and EA claims an estimated audience of five billion people watching the sport either in person or on television last year, making it the world's largest spectator sport.
Kayalami here we come! That makes two big racing licenses for EA this year so far.

FINAL FANTASY VIII ERROR?

A newswire from Japan has reported that Square has said that the possibility of an error in their latest game in the Final Fantasy series, Final Fantasy VIII, is very small. They have however strengthened their customer support lines to deal with potential complaints.
Square's stocks plummeted on February the 25th as a Nikkei Wire reported that more than 1,000 copies have been returned due to a programming error. A spokesperson for Square stated that none of the software has been recalled or returned, but instead those customers have sent in their memory cards, which contain game playing data for inspection. Final Fantasy VIII went on sale on the 11th of February in Japan and has sold over 3 million units so far, given the amount of copies sold the percentage of inspections are very low in comparison.
We here in South Africa will receive the European version, which means any potential problems would have been sorted out by then. As yet there is no word on a local release date.

VIVA LA FRANCE, OR NOT!

It seems that in France a French lobby group 'Familles de France' has affected the removal of the following titles from retail shelves:

- Resident Evil II
- Unreal
- Sanitarium
- Wild 9
- Grand Theft Auto
- Carmageddon II

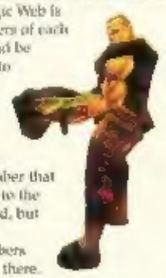
They are currently addressing these games in court as well for an outright ban on the titles. The games are considered too violent and therefore damaging to players. Just imagine a world without Unreal or Resident Evil II. Scary stuff!

INTERPLAY GIVES BIRTH TO NEW STRATEGY DIVISION

Interplay has announced the creation of its new strategy division, 14° East. Brian Christian, an industry veteran, will head the division. 14° East will be releasing several games this year, including three Star Trek games: 'Star Trek: Starfleet Command', 'Star Trek: New Worlds' and 'Star Trek: Klingon Academy'. The division has brought together a team of producers, designers, artists, programmers and technical engineers dedicated to creating strategy games.

AT LAST A CLAN BASE COMPETITION

Magic Web will be hosting a Clan based Quake 2 competition in early May, with plans for further competitions on a 2 or 3 monthly basis, depending on turnout for the first one. To enter you will need to belong to a Clan with a minimum of 2 members per clan or a maximum of 4 members allowed entering. An entry fee of R50 will be levied per person to enter, but this includes refreshments, which will be served at lunch. First prize includes add-on packs for Quake 2 as well as a roaming trophy. Magic Web is planning to host the event every 2-3 months with the trophy going to the winners of each event. The winning Clans will have their Clan name engraved on the trophy and be allowed to keep the trophy between events. Of course you will not be allowed to damage the trophy, basically you break it you replace it. The competition will be based around normal Quake 2 team DM, as well as the CTF, Paintball and Action Quake 2 mods. The competition will take place at 'The Glen' near Alberton at Magic Web's premises.



Players will be allowed to use their Clan skins, which have to be supplied on a stiffy to the organisers on the day. Clans planning to enter a 2 man team remember that it is very possible that you may face a 4 man team should you make it through to the finals, this puts 2 man teams at a disadvantage and 4 man teams are encouraged, but what a win should a 2 man team walk away with the honours.
The call goes out to Clans all around the Johannesburg area to enter their members in the competition. Now we will be able to see who exactly is the best Clan out there. New Age Gaming will of course attend the event and do an article on it. Who knows we might even sponsor a Clan to enter the competition?
For more information and directions for getting to 'The Glen', interested Clans can contact the organisers via email at frg30@hotmail.com or call Magic Web on 436-0556.

ANOTHER ONE BITES THE DUST

Game developer Infinite Machine, founded by Justin Chin, designer of Dark Forces II: Jedi Knight and Jedi Knight programmer Chu-Yuan Wang, has announced that they have licensed the Unreal engine from Epic Games for an upcoming first person 3D shooter. With Infinite Machine joining the club a total of 18 games have been announced that makes use of the Unreal engine.

SINGLE PLAYER QUAKE III?

Some gamers have expressed concerns about the Quake III engine not being available for licensing for single player games since Quake III will be a multiplayer only title. Tim Willits of id Software said at the Extreme Annihilation gaming event in Dallas that this is not so, and that id has received several inquiries from designers exploring the possibility of licensing the technology for single player as well as multiplayer games. The most intriguing news along these lines is id's hope that Valve will license the engine for Half-Life 2. Continuing with

Quake III, a few new screenshots have come to light. Here they are and please refrain from drooling all over your magazine without protection first.

DIAMOND VIPER V770 ON ITS WAY

Diamond Multimedia Systems has announced the Viper V770 graphics accelerator based on NVIDIA's RIVA TNT2 Ultra graphics controller. The Viper V770 is designed to boost the realism and speed of today's 3D gaming experience to a new level. The

card will ship with 32MB of onboard memory and features the advanced 128-bit processing power with NVIDIA's TwiN Texel engine design to deliver true single-pass, multi-texturing.
The Viper V770 will be available for AGP 4X systems with support for AGP 2X as well, and features the RIVA TNT2 Ultra processor, the second generation single-chip 128-bit 3D processor able to process two pixels per cycle. It will have a maximum output resolution of up to 2048x1536, an enhanced dual 32-bit colour 3D pipeline, and trilinear and anisotropic filtering, which all contribute to the visual output. The accelerator also delivers 32-bit Z-buffer, including an eight-bit stencil buffer and MPEG support.
In addition, the Viper V770 graphics accelerator is optimized for OpenGL and Microsoft's DirectX 6. It also supports the Streaming SIMD Instructions in Pentium III processor-based PCs as well as AMD's 3DNow! technology enhanced processors. Damn! Can't wait to get my hands on one of these babies...

Roger Wilco, an Internet voice communication product. Players will now be able to speak to each other in real-time without the need to type in messages all the time.
This will bring the gaming experience to a more personal level and enable players to strategize their gameplay better.
With Roger Wilco, messages are immediately broadcast to other gamers, enabling them to communicate without interrupting gameplay, audio or game performance. It uses a minimum 28.8K modem and requires a microphone or headset for the PC that connects to a standard soundcard. The technology is specifically designed to run with Internet

HALF-LIFE: TEAM FORTRESS 2 TO USE INTEL'S MRM TECHNOLOGY

Valve Software has announced that the upcoming Team Fortress 2 will use Intel's Multiresolution Mesh technology. This allows the designers to create a scalable game with detailed, realistic models that can automatically adjust performance to the gamer's PC. MRM allows for dynamic scaling of the models resolution for optimal viewing and performance, this allows Team Fortress 2 to contain more models and display them at high levels of detail and realism.

The below screenshots from 3D Studio MAX shows how models in the distance will be rendered with less detail using fewer polygons. By combining parametric animation with Intel's MRM scalable level-of-detail renderer, Team Fortress 2's characters will be among the most realistic and detailed to date.

LOGITECH GAMING MOUSE

Logitech will be shipping a Force-Feedback mouse for computer gaming coming Christmas 1999. The Logitech Wingman Force Feedback Mouse can reproduce all the effects of traditional game controllers using FEEL® technology from the Immersion Corporation. Sample effects that could be included in upcoming mouse games will include gun recoil that differs by type I gun, the tap of a golf ball on a putter, the motion of or engine vibration of vehicles and more. Web developers could even incorporate sensations to their web pages in Netscape Navigator or Microsoft Internet Explorer. The three-button mouse will feature a USB interface for easy plug & play connectivity and require Windows 98 running on at least a Pentium processor. Now all we need is for Microsoft to incorporate sensations in the Windows shell. (hehehe)

"PARDON ME SIR, IS THAT BALDUR'S GATE UP AHEAD?"

The upcoming expansion to the hugely successful RPG Baldur's Gate, titled Tales of the Sword Coast, will support in-game voice communication via multiplayer. In addition, the software supports 128 players simultaneously per channel without requiring a dedicated server. I just hope they include the option to buy the expansion with a decent headset/microphone combo included with the game.

SEAGATE BREAKS IBM RECORD

Seagate, a hard disc architect company, reached a new milestone by cramming 14 billion bits of data per square-inch onto a hard disc platter, shattering the previous record of 11 billion by IBM in 1997. This means that we might see 110 GB hard disc in the next couple of years. Some manufacturing issues still need to be sorted out and processor speed still has to catch up with the transfer rate, a reported 214 million bits per second. Even hard disc technology seems to be growing by leaps and bounds, now if only they can bring down the access time of hard discs, measured in milliseconds. This is where the big bottlenecks occur on systems today due to the fact that memory access is measured in nanoseconds as well as most of your computer.

CONTINUED PG 12

Creative Labs Announces Savage4 Card

Creative Labs will be shipping a graphics acceleration card based on S3's Savage4 chip. The new 3D Blaster Savage4 delivers spectacular performance and stunning visual quality using S3's patented S3TC texture compression. The card will support PCI, AGP2X and AGP4X and ship with 32MB of RAM.

"We have come to a turning point in the graphics industry where gamers and developers are now directing their attention to image quality. The introduction of the 3D Blaster Savage4 marks the beginning of a distinct transition for the 3D graphics business as we move beyond raw speed to satisfy the eyes' need for better image quality" - **Steve Mesher Vice President, Graphics Business for Creative Labs.**

The 3D Blaster Savage4 is a dual texture engine capable of simultaneously processing and combining two textures, allowing software developers the ability to create realistic, real-time visual effects.

Features:

- PCI, AGP2X, AGP4X Support
- Single Pass multi-texturing
- 125 million pixels/second, trilinear filtered
- Point, bilinear, trilinear and anisotropic filtering with support for MIPmapping
- Full Scene Anti-Aliasing
- Motion Compensation that assists DVD playback

Creative MP3 Portable Player

Creative Labs is currently working on a project called NOMAD, which will introduce their line of portable digital audio players. The project will offer the latest digital audio advancements as well as enhanced functionality enabled by Creative proprietary technology. The first in the line is a MP3 portable player, which has been inspired by the popularity of the MP3 format. We are currently anxiously awaiting the release of the technical specifications of this player and will keep you posted as we receive more information.

AMD's 3DNow! Gains Momentum

Twelve top PC entertainment software publishers and developers have announced plans to support AMD's 3DNow! Technology. AMD says it expects this support will result in a large number of 3DNow! optimised offerings coming to market and leveraging the installed base of more than 8.5 million 3DNow! Technology enhanced processors in use. The company has projected that number will exceed 30 million by the end of 1999. These twelve publishers and developers plan to deliver a substantial number of titles that will offer optimised performance when used in conjunction with AMD's latest processors.

Included in the upcoming titles are:

- **Quake III Arena (Activision & id Software)**
- **Daikatana (Eidos Interactive & ION Storm)**
- **Loose Cannon (Digital Anvil)**
- **Drakken (Paygnosis)**
- **Striker (Criterion Studios)**
- **Slave Zero (Accolade)**
- **Messiah (Interplay)**
- **Duke Nukem Forever (GT & 3D Realms)**
- **Descent3 (Interplay & Outrage)**

All top graphic accelerator developers, including 3Dfx, ATI, Matrox and nVidia are shipping optimisations for the 3DNow! Technology in their 3D graphics accelerator drivers. 3DNow! Technology is also supported in Microsoft's DirectX 6.x application programming interface as well as the OpenGL graphics development standard developed by Silicon Graphics.

Tekken 3 World Iron Fist Competition

Countries flocked to Namco Station at County Hall on January 27th 1999, as the world's first and biggest Tekken 3 Championship took place.

18 Website contenders from across Europe and 18 World-wide champions came together to see who would be winning the coveted Iron Fist World Champion title as well as the $5000 cheque and Tekken 3 Arcade machine (worth around $9000).

After many a fraught challenge the semi finals took place with Sweden battling it out with Germany and the UK Namco Champion kicking butt with Australia. After a few close challenges the finalists Sweden, playing as Nina Williams and the Namco Champ, playing as Paul Phoenix commenced their last and final battle. It was only a matter of minutes before the Namco champ, Ryan Hard, 19 from London, karate kicked his way to the top to become the Tekken 3 Iron Fist World Champion.

Of course South Africa had a representative as well in the form of Donovan Morten, winner of the local Tekken 3 competition. Unfortunately he didn't make it past the first round. The International competitors weren't up to the task when they battled against Donovan, better luck next time. A great time was had by all and I don't think he took too much notice of the loss with all the glitz and glamour souring the event. So keep on practising and you might find yourself in one of these world tournaments just like Donovan.

AMD Introduces K6-III Processor

AMD has just introduced their newest processor dubbed the K6-III with 3D Now! Technology. It is touted as being the highest performance desktop x86 processor and is available at 400MHz and AMD has just started sampling 450MHz samples to OEM customers. Debuting in the K6-III is AMD's TriLevel cache design, an advanced cache memory architecture that significantly boosts overall PC performance by providing the industry's largest maximum combined system cache for Windows compatible PCs.

AMD's TriLevel Cache design enables the AMD-K6-III processor to process instructions faster and deliver better performance at the same clock rate as the AMD-K6-2 processor and Intel's Pentium III.

The TriLevel Cache design includes a full-speed 64KB Level 1 cache, an internal full-speed backside 256KB Level 2 cache and a 100-MHz frontside bus to an optional external Level 3 cache on the Super7 motherboard. With a total of 320KB of combined L1 and L2 cache, the AMD-K6-III processor has more internal cache memory than any other x86 CPU available today. No other x86 processor supports an external L3 cache on the motherboard.

An AMD-K6-III processor-based PC with a combined cache size of 1,344KB delivers up to two and a half times more total system cache than a Pentium III. The TriLevel Cache design is not only the largest cache implementation for desktop PCs, it is exceptionally fast. The backside 256KB L2 cache of the AMD-K6-III processor operates at full processor speed. For example, the internal L2 cache of an AMD-K6-III/450 processor operates at a full 450 MHz.

The TriLevel Cache design also offers an internal multiport cache design. This flexible design feature delivers higher system performance by enabling simultaneous 64-bit reads and writes of both the L1 cache and the L2 cache. In addition, each cache can be accessed simultaneously by the processor core.

The AMD-K6-III processor with 3DNow! technology incorporates AMD's TriLevel Cache design to enable leading-edge performance for today's consumer PC enthusiasts and business power users. The 21.3-million transistor AMD-K6-III processor is manufactured on AMD's 0.25-micron, five-layer-metal process technology using local interconnect and shallow trench isolation at AMD's Fab 25 wafer fabrication facility in Austin, Texas. The AMD-K6-III processor is packaged in a 100-MHz Super7 platform-compatible, 321-pin ceramic pin grid array package using C4 flip-chip interconnection technology.

PBX2 Game Development

Metrowerks, the provider of software development tools for PSX and other platforms announced that it will provide CodeWarrior the game title development tools for the next generation PlayStation. The CodeWarrior suite includes the award winning CodeWarrior Integrated Development Environment as well as the next generation MIPS ISA IV development tools for C and C++. The suite is specifically tailored for the next generation PlayStation architecture.

CodeWarrior is a GUI-based software development environment designed to run on Windows 95, Windows 98 and Windows NT operating systems, and include support for Assembler, C, and C++ programming languages. The CodeWarrior suite will be released to authorised Sony Computer Entertainment licensees under a program to be announced in the new future. So if you're in South Africa and would like to develop a PlayStation title, get in contact with Sony, just make sure your programming expertise is up to scratch and that you have financial backing. *(No one ever said game development was easy - Assistant Ed.)*

Novalogic Space Sim

Novalogic, developers of the Commanche series helicopter simulation and more recently Delta Force, announced a new action-adventure space game titled Tachyon: The Fringe. The story is set five hundred years in the future where Mega-Corporations serve as law. The player is thrust into a resource rich area on the borders of colonised space, where you become caught in a dangerous conflict between one of these Mega-Corporations and a faction of renegade settlers intent on keeping their independence. You will be able to choose between the rewards of a megacorp or the ideals of the faction.

Tachyon will be based on free form in nature meaning that players will be able to explore the story's adventure on a path of their own choosing. You literally start in the middle of space, where your choices and method of exploration will affect not only the outcome of the story, but the adventure itself.

Over 120 players will also be able to blast each other to bits on Novalogic's NovaWorld online gaming service in a single multiplayer environment.

Looking Glass Announces Combat Sim

Looking Glass Studios have announced Flight Combat: Thunder Over Europe, a WWII air combat simulation currently in development. The game will use the Next Generation Flight Unlimited terrain engine and enable players to fly over 1,000,000 square miles of rolling, tree-lined European terrain with persistent damage and real-world elevation models.

The 'by the book' flight model will be derived from actual test flight and authentic plane operation manuals to bring the flight sim into a realistic representation of flying WWII fighters. Flight Combat will also feature weather effects such as rain, snow and sleet as players fly for either Allied or Axis powers in 2 campaigns. Other features include super high polygon models, including realistically rendered 3D cockpits drawn from actual source photographs, authentic squadron markings and customisable nose and tail art, moving tanks and ships as they duke it out on a dynamic battlefield as well as modelled major European historical and natural landmarks.

Accolade Announces Demolition Racer

Accolade has announced it is developing a game titled Demolition Racer. The arcade racer lets players participate in fast action demolition derby races with 16 cars on 12 tracks. The game will be developed for both the PlayStation and PC platforms and the development team includes core team members from the teams responsible for titles such as Destruction Derby, Test Drive 4 and Test Drive 5. Players will be able to race and demolish as you battle it out in intense "last man standing" demolition derby head matches. Cars will take damage, visibly and with performance degradation as hoods, tires, and other bits fly freely during gameplay. These parts and fully damaged cars will remain on the road as obstacles to the other racers to promote to make for some creative driving manoeuvres.

Demolition Racer also features the US Demolition Derby Association license and a rocking original sound track featuring Four Factory and XL Records artist Emperion.

Le Mans 24 Hours Racer Announced

A game based on the worlds most challenging car race the Le Mans 24 Hour is coming to PlayStations and PCs soon. Infogrames has signed an exclusive five-year license for the Le Mans name, race teams, race circuits and the rights to incorporate the official Automobile Club de l'Ouest rules to ensure authenticity of their titles.

Infogrames' license is the first interactive entertainment agreement issued by the ACO for the annual racing event. Developed by Eutechnyx, Le Mans 24

Hours will be available this year from Infogrames Entertainment on the Sony PlayStation and PC platforms.

Statistics from 24 race teams and precise technical details about 48 cars that competed in the 1998 Le Mans race in France have been collected to accurately simulate the real event. The game will use a true physics-racing model complete with an ultra-life-like AI built into the game.

Drivers can reach 368 Km/h down straight-away stretches with 180-degree hairpin turns on corners, along with Downtown City driving. All of this has been recreated in a 3D environment with texture maps that come close to the true specifications.

The Le Mans 24 Hour game will also feature retrogressive and collision damage to simulate the wear and tear that occurs over the 24-hour race. The new game from Infogrames will also feature driving and lighting condition changes as well as the passage from day to night. Players will be given the opportunity to fit out and tune up their car before the race. If you always wanted to drive in the Le Mans 24-hour race, keep an eye out for this title.

Medal Of Honor Announced

Electronic Arts has announced the development of Medal of Honor, a WWII-themed first-person action adventure title from DreamWorks Interactive. Inspired by DreamWorks' Steven Spielberg, Medal of Honor marks the first WWII action adventure game developed for the PlayStation console system. The game allows players to take on the role of an agent in the Office of Strategic Services (OSS), the United States' wartime spy and covert operations agency, who aids the Allied Forces in an effort to thwart the German take over of Europe.

"As soon as Steven proposed the concept for Medal of Honor in the spring of 1997, we knew we could develop a remarkable game around the idea.

"The reaction within DreamWorks Interactive to developing the title was overwhelming, the game is a natural for us."

- **Glenn Entis head of DreamWorks Interactive.**

Medal of Honor begins on June 5, 1944, the night before D-day when the Alliance launched a massive aerial assault behind German lines. Assuming the role of a young C-47 pilot shot down during the operation, the player is recruited into the OSS and begins a new career as a field agent, participating in various covert operations, search and rescue assignments, and commando raids. Each mission is drawn from pivotal historical events that helped shape the Allied crusade in Europe, including sorties involving the development, capture, and destruction of secret war-making technologies.

"With the surging popularity of WWII-based projects across all entertainment forms," says Frank Gibeau, Vice President at Marketing at Electronic Arts, "we are excited to be the company that brings the WWII experience to video gamers."

To ensure Medal of Honor adequately reflects the realism and accuracy of the World War II era, DreamWorks Interactive brought in Capt. Dale Dye, USMC (retired), the top military consultant to the entertainment industry. Renowned for his contribution to such films as "Saving Private Ryan," "Platoon," "Born on the Fourth of July" and "Mission Impossible," Dye worked closely with Medal of Honor's production team to define characters, develop missions, and model accurate 3D versions of over fifteen different weapons from the era.

PlayStation Clothing Range Is Here.

Tired of just playing games on your PlayStation, well now you can wear it! The latest in fashion accessories has recently hit our shores. The range includes Funky Feet warmers, an Xtreme Sweatshirt, Electric V Bunny top, a Wicked Houseboat, a Flashy T and a Muscle Bagger top. Oh, and a cap as well. For more information call the PlayStation Powerline on 0800 113 013 and get yours today.

Atari's Video Game Museum

Atari Boy, the guy who writes our popular 'Archives' section has a special request to all our readers.

He's starting a Video Game Museum in Port Elizabeth - the first and only of its kind in South Africa. Currently he is looking for contributions to the museum, specifically:

Any Atari memorabilia, games books etc.

A LYNX Intellivision game set.

A Coleco hand held - the ones that light up, run on batteries / mains and looked like miniature arcade machines complete with joysticks.

Any Nintendo games and Watch handhelds.

Will says that he will pay the freight from anywhere in South Africa, so drop him a line on [illegible] or e-mail [illegible]

NEW AGE GAMING SOUTH AFRICA

COMPETITION

APRIL 1999

FILL OUT NAG's GAMING SURVEY INSERTED WITHIN THIS EDITION, SEND IT BACK TO US PRONTO AND STAND A CHANCE TO WIN A

OR

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CREATIVE

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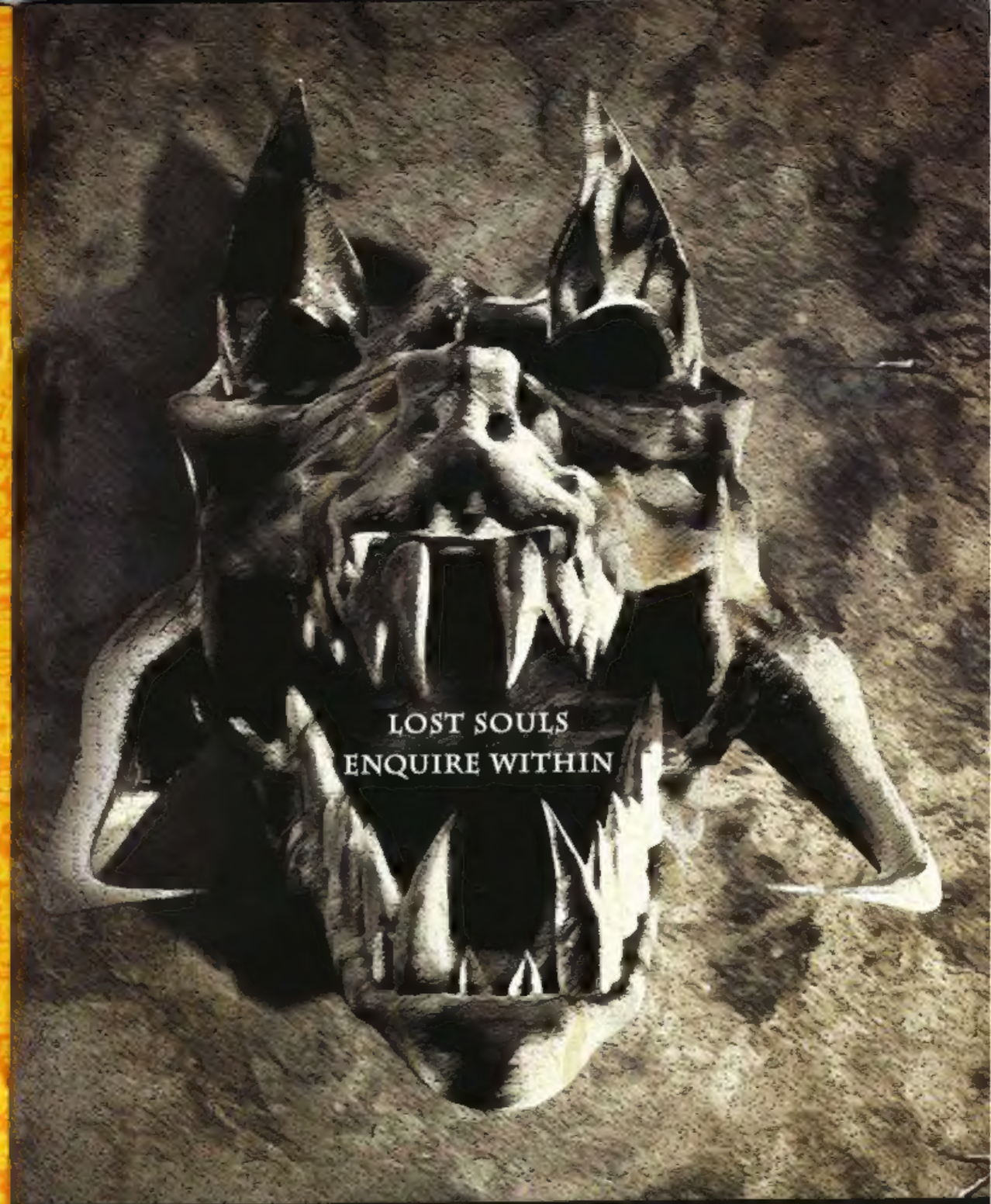
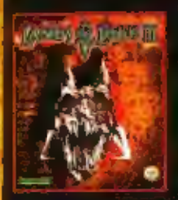
SK SUPER-KINEKOR INTERACTIVE

HUNDREDS OF HAPPY GAMERS HAVE WON PRISES THROUGH NAG's MONTHLY COMPETITION, YOU CAN TOO.





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BACKCHAT

POSTAGE
stamp
go here

Thank you to everyone who wrote in this month, unfortunately we cannot reply to all of the letters, but we do read them all. You can send your letters and e-mail to the addresses on the page, Please remember to include all your details when you write in or we can't send you your prize should you win. Don't ask us to change your prize or magically convert it into cash. As always, the Editor's decision is final and that's that.

Well done to **Obi-Wan** who wins our editor's choice this month - keep the letters coming, I will send mail...

Backchat
PO Box 2749
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letters@nag.co.za

Howzit

Your magazine seems to get bigger & better by the month. You guys have set a high standard with your cover CD. Oh yeah, the reason I'm writing is one of fascination. What the hell is an Editor-in-Chief? Okay, wait let me start at the beginning. When I first heard that there was going to be a new Editor I wasn't too happy. Warren was great and just look what he has achieved with the magazine so far. However, when I read the editorial of the new editor I was damn impressed. As I read on I noticed to the fact that Warren was not cleaning loos but has in fact been appointed to Editor-in-Chief. (I kow about telling us what it is that person does?) I just want to say congratulations to the both of you. The reason why us gamers have the best damn magazine is because we have two good editors and they have the best crew (reviewers).
Stop here it too long! (No, no carry on this is good stuff. Ed)
I remember a person saying it would be a good idea to put screenshots on the CD. Now I know it is already chock-a block but people feel there are too few screenshots!
I have to stop writing
So cheers...

Justin Redbow
Durban North

It took hours of debate and discussion until we finally decided to put in one gushwinning letter this month - it's our birthday issue after all and we feel that we deserve it. In answer to your question about what exactly an Editor-in-Chief is or does... I discussed this with my Assistant Editor and no one here really knows, but Warren looks all official and stern in his new office so we'll leave him in his delusions while we get on with the important stuff.
Ed

Yebo!

I have always wondered about the connection between PC games and console games. I don't really understand people even making games for consoles. The PlayStation for instance, will never be able to be upgraded for more quality graphics etc., while you can upgrade your PC anytime anywhere. The quality of games for the computer can and will always increase, because you can always increase your computer's power, while games made for standing consoles will never be made any better unless a newer version of the console is developed. Then, while you have your computer, you can always have extras like Internet, word processing etc. Of course there's always the price difference, but pay more, get more!
I really don't intend to hurt anybody's feelings, but I think it's a point that needed to be made.

Iatte de Jager
Grahamstown

Well this is the most efficient and effective letter I've ever had the pleasure of reading. You establish an intriguing question, argue with yourself about it, make a logical deduction and finally come to a conclusion you're happy with, leaving me with nothing to say.
Ed

NAG

Just a quick question, does New Age Gaming still exist? I have not seen it in a CNA since the December issue. It just started getting good, with the cover disc and poster added and now it's gone!

Regards

Mario Olivier
Cape Town

Just a quick answer, no we don't exist anymore, sorry. This issue is just a figment of your imagination.
Ed

To NAG

I would like to congratulate you on yet another splendid issue. I received my magazine this month and opened it straight to the middle page. Shock of all shocks, call CNN, the poster was missing. Are you stopping this or have I missed out. If you have stopped, could you please restart them as my walls are getting quite dirty.

Ismail
E-mail

We are glad to see that we can contribute to the social decay of society by covering it up. There is a poster somewhere in this issue, but try using paint instead - it's not always what's on the poster that's important but what's under it. We will always print a poster if we have one, besides we're a little scared now after all the demanding e-mail we get if we don't put one in.
Ed

Dear NAG

Congratulations on a great magazine, the cover CD and posters are excellent but I was wondering if you would please put in a demo of TS, a poster and a full review next month as I am one of Westwood's biggest fans. Could you please tell me more about "Y2K" and last but not least, my computer is giving trouble because it always crashes in the middle of a program, I have tried formatting, but to no prevail so I was hoping that you could help me out.
Keep up the good work

Dean Hemens
Arcadia

Hi...
I thought I'd just make a quick comment on the scoring "system" since I see you brought it up in the March issue. The current system is flawed in that it has nothing to compare it to except maybe previous reviews of similar games, which I think, shouldn't be. The problem with this method is that you eventually run out of space because better games should in theory then get better scores.
The way you mentioned it in the magazine where you start with a score of 50% for a workable, playable, medium graphics and sounding game is better, but then games should be rated individually and not be compared. I know people will say that games should be compared and you can do that in the actual review, but I think the score should show accurately what the game scores in each category.
Now, the way I think would be a lot easier for the readers and maybe even for the reviewers is to have only a scale of 0-10 where 0 = Total Rubbish, 5 = Good Effort, 10 = Bloody Excellent, or something like that. This way you have your low, medium, high and in-between scores with not too much being in-between. Use this with the different categories and get the average and you will have a pretty straightforward and understandable scoring system. It actually comes down to the fact that each game should be scored as if nothing else exists. The minute you start comparing you'll get problems with scoring because you have to go higher almost every time in graphics and sound because of technology.
Well, that is it. I think.
I do have one question as well. If you can tell me what the deadline is for the cover CD to be printed or whatever, so I can have some idea of what demos I should download and what demos might be on the CD.
Thanks for starting the magazine and actually getting better.

Obi-Wan
E-mail

Well you certainly have a few firm ideas on the scoring system. The way we compare games in the magazine falls into two categories. One - if a game is a sequel then we must compare it to the previous game to see if it's worth buying. A sequel is usually more of the same only better so if this isn't the case we should tell you. Two - we usually compare games that are released relatively close to each other, for example you won't find us comparing Doom with Unreal but we can compare Half-Life with Quake 2 because they use the same engine. The way we score now is by adding up the categories and dividing the result, a percentage system does leave room for argument but there is a big difference between a game that scores 80% and one that scores 50%. Now if you start using a system like 8.1 or 6.9 it all boils down to the same thing anyway. For us, a single number from 1 to 10 is a little too simplistic. Most of the time we score our games like nothing else exists but it is sometimes necessary to compare or we'd spend the whole review telling people what a first person perspective shooter is every time we review one. This issue is always open to debate, but we shout the loudest and we always have the last word... print media is a great thing! Oh, one last thing - give our regards to Luke.
Ed

BACKCHAT

There is nothing like getting a nice detailed description of the problem followed by a comprehensive list of system specifications for us to be able to troubleshoot your dilemma. Try prevailing with the hemming a bit longer and stop worrying about the year 2000, it's months away - we'll be doing a Year 2000 thing in the future though. In addition, we can't always choose what goes on the poster especially if the game in question doesn't have any poster material yet. We will be doing everything we can to get exclusive material and code from Westwood, stay tuned. You can always go and have a look at www.tiberiumsun.com for more information.
Ed

Piracy Sucks

So you've heard (or read) this a million times. Here it is again...

First of all as the heading suggests Software piracy sucks. Although I feel guilty saying that out of my 20 games I own, 3 of them were illegal copies, but I'm proud to announce that I just destroyed 'em. Man! Have you ever seen (or smelt) a CD burn?

Stephan
E-mail

Lovely, we'd like to announce the official illegal CD burning quest. Destroy all those illegal copies of games and other software and send us the pictures of your gratuitous destruction - we'll publish the best of the lot in the next few issues and who knows someone might even win a prize, maybe even an original game... now those are rare. Well done on the burning, we'd like to see more of this kind of thing happening.
Ed

Hey NAG!

I have some questions that need some answering. Whenever I go to CNA, you are completely sold out. Its not that I am late with the date, but it is because you are so popular. Everybody wants you. I mean it is a rave! Whenever I see all my computer buds, the conversation usually starts with, " Have you got the new NAG yet?" When I go to CNA and find out that you are completely sold out, it brakes my little heart. Then I have to put my tail between my legs and go begging to buy it from them at extra charge.... Will you please boost your production on the shelf? Believe me they will sell! Second, do you have a web site yet and if you do, please give it to me. Can we as the writer of the letter write frequently or is this just a once in a lifetime opportunity AND can we write and rate some games and discuss them with you from the players perspective. This brings me to my last question... Will you please enlarge the letters section by 1 more page? I know this is a lot to ask but I am speaking on behalf of a lot of guys and I think this feeling is mutual throughout SA. I love reading about another guys' problems.

Please shine some light on this Dark Earth!

E-mail

In answer to your questions, we have increased our circulation of the magazine but you can always ask CNA to keep a copy for you, it's called a call order and they don't charge for the service.
Our web site is still under development - perfection takes time you know.
You can write as often as you like, freedom of speech is always encouraged as well as the freedom to delete unwanted mail.
Feel free to write in and discuss anything you like, we always love to hear from our readers because New Age Gaming is your magazine as much as it is ours. You say you want to discuss the games from the players perspective, hey I thought we are players? Even though we're all seasoned gaming veterans doesn't mean we've lost touch with our readers, does it?
We are looking into increasing the size of the magazine and the letters page will eventually grow with the rest of the magazine - think of the magazine as a plant, if you water it it grows.
Ed

Dear NAG

I hope you loved your e-mail
It was a screenshot from the Half-Life Demo, oh and happy birthday
I have a PC and I think Half-Life Rules
HB stands for Happy Birthday

Martin Power
Cape Town

Isn't it puzzling that in this day and age, with the wonders of e-mail, people still feel it necessary to write e-mail letters as if they were sending a telegram. Stop. It must be true what they say about the water down in Cape Town. Stop. Thanks for the picture - you obviously have way too much time on your hands down there. Stop.
Ed. Stop.

This is the rather inspired work by contemporary Half-Life artist, Martin Power

Hi NAG

There have been plenty of Quake and C&C clones and I am fed up with them. You really get bored playing a lot of games of the same type! There haven't been a lot of good RPG games - not one that comes close to Diablo! But now Baldur's Gate is out - which looks good. In fact I will buy it in a week or 2, that is if I do not win it in your BG competition.

Now, Diablo2 should have been out end 1998 or beginning 1999, but they held it back again. They say that it will only support 3Dfx, but does not require it, they also said that it was almost finished, before they held back the release date. Why would they do that? Either they found a huge bug or are making the game better (should then be the best game ever - should score about 99%) or they are making a few updates and adjustments, like supporting OpenGL and Direct 3D, which I think will be a very good idea. Diablo2 is now scheduled for 3rd quarter 1999!

What is wrong with these people? We buy a graphics card for R1800 (like the Riva TNT) and they make a game that does not use the card! This is one very big complaint I have heard! OpenGL rocks and should be supported in all the games - just ask id what they think about OpenGL. Even GT is making a patch for OpenGL, because they say they now have seen how easy and powerful OpenGL is, especially with the Riva TNT! I don't mind waiting for this game, but then it must be all I expect and more, with OpenGL support.

I know that you guys also like the Riva TNT - What do you think about this OpenGL, 3Dfx Glide problem? Isn't it possible to make a 3Dfx emulator? Well 3Dfx won't like what I think!

E.J Terblanche
Beaufort West

Let me explain this again, the reason there have been delays of a few games is for one simple reason - E3. This is the ultimate product hype vehicle that the developers will squeeze every drop of free editorial out of as possible. So soon after E3, after all the publishers and journalists have returned home to get readers excited about the new releases, they start trickling through. With regards to the OpenGL issue, don't worry. There have been many games that don't initially support one chip set or another but ultimately a patch arrives that sorts everything out.
Ed

Thanks to all the writers of this months letters, keep those topical questions coming!

Act 6
WHO? ATARI!

Timeline: 1991 - 1995

Will Granzier A.K.A AtariBaby takes his educated trip back in time to when gaming changed the worlds economy.

Last month we were left wondering whether the handheld Atari Lynx would make a similar impact on the gaming market as the VCS 2600 did in the 70's. By now it was also abundantly clear that neither the Atari ST nor the Amiga would be able to match the onslaught coming from the now very unregulated and 'free for all to develop' PC market. Without going into too much detail Atari decided to stop the development of the ST by selling all the rights to Falcon Labs.

Amiga carried on making a niche mark on the DTP industry but finally gave up the battle and sold out as well. So the PC ended up ruling the very lucrative home roost and developed into the industry that it is today.

So the PC won the battle in the computer industry, but who was going to be the winner in the console race? For Atari it was very much life after the VCS! The revolutionary handheld colour Lynx was well ahead of its time but sales were bleak. The reason? Well it had quite a hefty price tag ($199) to go with it. It was for this very reason that the much more simplistic Gameboy ran sold the Lynx. The other contributing factor was that Atari was not able to muscle up the big game developers to support their little marvel.

By 1992 the Lynx was sent to the big video game archive in the sky and Atari was left in the cold. Or were they? Although now in serious financial difficulty, Atari managed to convince the big boys at IBM to get involved in a new console project. Knowing what Atari was capable of IBM agreed and in 1993, Atari made their last attempt to save the now ailing empire.

Looking at Atari's game design résumé it was clear that they had the ability to again produce a world first. And guess what they did! It took 18 months to create the worlds first 32-bit games console. Whether the machine was a 64 or 32 bit is still debated by game collectors around the world and even on the Internet some sites will note the Jaguar to be 32 bit while others claim it to be 64 bit. As far as my research could determine though it was sold as a 32 bit system, using 2 x 16 bit processors to get the job done (maybe not true 32 bit but close). It was capable of a 800 x 576 pixel resolution, 24 bit (16 million colour) and could place multiple resolution on the screen at once. Even with its cartridge based games it featured CD-quality sound.

The Jag was capable of high speed scrolling and texture mapping, morphing, lighting and shading from one or a multiple of light sources. It came packaged with one large controller that had three fire buttons and a 12 key keypad that accepted overlays. It even had a serial port to allow for network gaming!

By 1995, Atari developed the Jaguar CD. It plugged into the top of the unit and could run CD ROM's as well as Audio and Karaoke discs. However, the CD plug ins best feature was the Virtual Light Machine created by veteran programmer Jeff Minter. The VLM was built into the CD and incorporated a psychedelic light show with any music CD you inserted into the machine... Hmm, now where have I seen that before!

All in all the Jaguar was the last thing ever made by the company that on so many occasions revolutionised the gaming world! With no money in the bank and no where to go Atari finally discontinued the production of the Jaguar as well as production of any software for it. The Jaguar and the software is still on sale, however it was never developed any further. In conclusion, the Atari corporation had gone to the big video game archive in the sky. The Arcade division of Atari games, (whose last game as Atari Warner Interactive was Primal Rage) was purchased by Williams / Midway who are still continuing the Atari arcade side of things. As far as the computer / console Atari Corp goes, it was dissolved and all the stock shares were purchased by disk drive manufacturer JTS.

On Feb 23, 1998 all of JTS's Atari assets, property rights and licence agreements were purchased by the 'HACXI' Corporation for $ 5 Million.

HACXI is owned by HASBRO Interactive who is one of the biggest game publishers in the USA. Who knows... maybe we will still see a new look ATARI games console in the near future! About 4 months ago the details of the then very secretive sale of Atari were made known to the gaming industry. If you want to read all about the legal mambo jambo and the sale of all the company's assets visit

www.sec.gov/archives/edgar/data/941167/0001047469-98-008865.txt

So Atari had come and gone, but what now? Well as we know now, the console industry was far from dead. When the Jaguar was released, various other systems came to life. Two of the very short lived systems that could have made it in a big way if it wasn't for the 'hard-headed' rivalry between their developers, was Phillips' CD-i (CD interactive) and the Panasonic 3DO. These machines were designed very much the same as the Playstation, which only used CD based software and none true 32 bit machines. As an owner of a 3DO I can honestly say that most of the games are on par with most PlayStation titles. Both companies had the best of intentions with technology that was pretty good and innovative. Phillips even had plans to release videos on the CD-i format. Although they had the vision, their lack of marketing and the inability to gain support from big movie companies like WB and 20th Century soon put these plans out of touch. It might be interesting to note that the CD-i technology was eventually purchased by Sony, and some in the know say that they developed the format into what we today know as DVD.

And so in the end after all the dust settled only 2 players were left on the gaming field - Nintendo and Sega (and by 1995 the big name of Sony would be added to that list). But that my children is another story for another issue. Next month we embark on an all new history lesson as we will have a look at the stories behind the development of some of the worlds most famous 'historical' arcade games starting with a game that sold over 70 000 units in 4 years.

Until then, here is the official console gaming dateline for your amazement and as they say, the rest is history...

AtariBaby

1972	Odessy 100
1975	Pong
1976	Fairchild/Channel F
1977	Atari 2600 VCS, Bally Astrocade, RCA Studio 2
1978	Magnavox Odessy 2
1980	Mattel Intellivision
1982	Atari 5200, Coleco Vision 1, MiltonBradley Microvision
1983	Mattel Aqarius, Nintendo Famicon
1984	CRASH!
1985	NES
1986	Sega Mastersystem, Atari 7800
1987	Atari XE
1988	NEC PC Engine also know as Turbo Graphx
1989	Gameboy, Lynx
1990	SNK Neo Geo, Game Gear
1991	NES Famicom
1993	Jaguar, 3DO, CD-I
1994	Sega 32X, Genesis
1995	Sega Saturn, PlayStation, Nintendo Virtual Boy

I'm sure this timeline graph brings back many memories to the old men of gaming. We are able to reminisce about the days when games were designed around gameplay and not which could run quicker frame rated on a new machine.

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The Demo Scene

DEMO DESIGN

IMPROVING YOUR DEMO DESIGN

© PAUL FURBER

HTTP://WWW.OVERLOAD.CO.ZA/BASCENE

E-MAIL: BADEMO@EGROUPS.COM

Last month I outlined how to go about designing a demo. Since then I've had some feedback on the method I outlined. Some said it was restrictive, and one or two of you said I forgot to mention "main chaining". Well, I didn't forget it - I just think it's not worth the tears and crying you'll experience to try and get it working. In case any of you are lost, here's how main chaining works. Instead of writing a timer-based script engine and then writing each part as a separate unit, main-chaining says each piece of code should be written separately and debugged separately (sometimes by different coders) and then "chained" together into a single demo. The name comes from the C language - each C program by definition has a main() function which is the program's entry point. It sounds great in theory - copy and paste all the main()'s into one and hey presto - a demo. This can work - some of the great all time demos are main-chained, but I would advise against it. Firstly, as soon as some code that works fine by itself is integrated into a larger system, the potential for bugs arises. This will happen, as Murphy's Law dictates, the night before the demo competition, where you want to unveil your creation. Secondly, it does depend on you using the SAME library versions between coders - and even sometimes between pieces of code that one coder has written himself. Be warned. Lastly it will be harder to sync your demo with the music.

Improving your design

Last month's column touched upon what good design is and what it isn't. Defining good design is a lot harder to do in detail so I'll cheat by analysing a classic demo and ask why it seems to be well designed. Probably the most famous demo of all time is Second Reality by the Future Crew. Coded in 1993, and running at full frame rate on a 486-33, it represents the ultimate combination of good design, fast code and good music. It's not flawless by any means - some of the art was ripped off and .FLI animations were used in some of the effects - but it's a good benchmark. So here are some design tips with examples taken from 2ndRt.

Reality. Don't just go out and blatantly copy their design, since the first design up is usually the best.

ORIGINALITY

If you can't do it better, don't do it. Try something that has never been done before in a demo. It's not easy but it is possible. Examples from 2ndRt: Most of the effects were original at the time - the city fly-through, the delayed-dot tunnel, rotating texture maps and bouncing pictures. These have all been copied to death - think up some new ones!

SYNCHRONIZATION

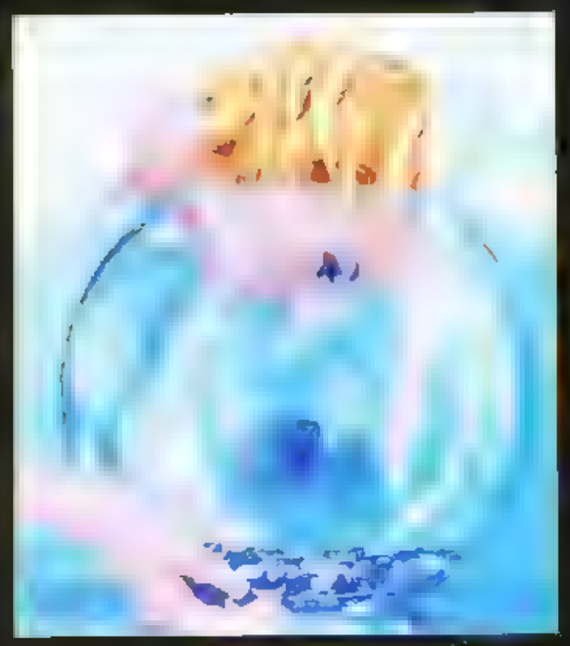
This is a key element in design. Your audience will notice when the music and effects are synchronized and might forgive some slow code or lack of originality if they are well synched. Examples from 2ndRt: The bouncing [illegible] bounces in time to the music. A nice touch. The transitional fades come in in time to the drumbeats - listen out for "get down!" You can make sure your demos are synched from the ground up by making sure the first thing you write is a scripting engine. The rest will be much easier.

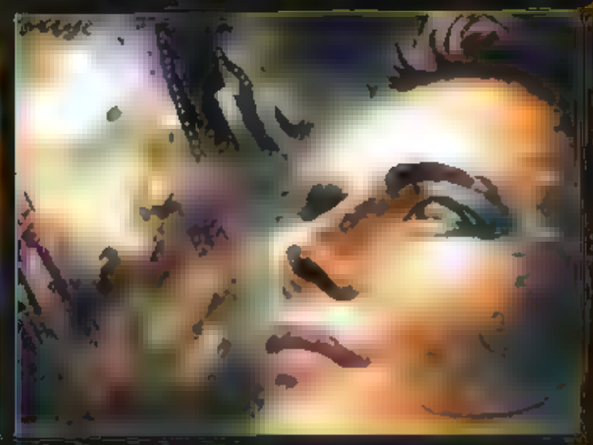
TRANSITIONS

Work as hard on the transitions between effects as on the effects themselves. Examples from 2ndRt: The flash of the first explosion becomes a white screen that fades out into the title picture. Cross-fades between sections. The way the rotating polygons from the previous effect become part of the city fly-through introduction. In fact, just about every little section goes smoothly from one to the other. Nuff said.

Some news to finish off this week: Optimize 99 is in planning stage and will hopefully be held in a few months' time. A venue and some sponsors are being organised as we speak. I'll keep you posed but the most important message is: Participate! Visit http://www.[illegible] You can also send a message to [illegible]egroups.com to subscribe to the local demo scene mailing list.

Paul Furber - Maverick





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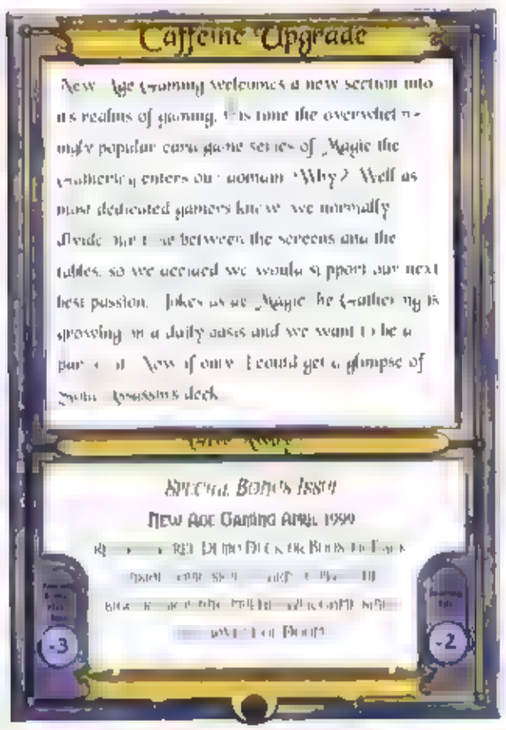
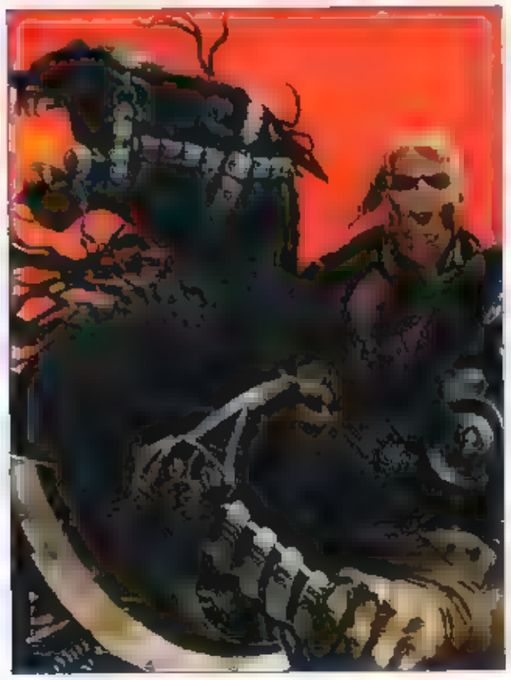
DATATEC CREW

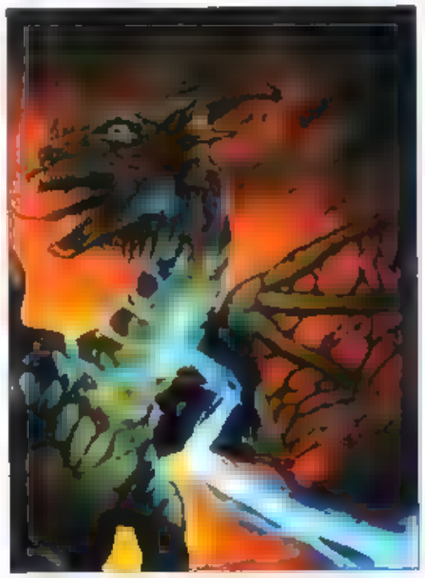
If you're looking for interactive, there's nothing quite like glaring across a table at an opponent whose strongest desire in life is to end yours - as quickly as possible. Magic: The Gathering is being touted as the gaming phenomenon of the decade, with gamers around the world shuffling carefully constructed decks of cards to cream the opposition. Last count had over 5-million players in 50 countries taking part - some of them on a professional level. But what's all the fuss about? New Age Gaming tore open a few packs and looked inside.

Caffeine Upgrade

New Age Gaming welcomes a new section into its realms of gaming. It's time the overwhelmingly popular card game series of Magic the Gathering enters our domain. Why? Well as most dedicated gamers know we normally divide our time between the screens and the tables, so we decided we would support our next best passion. Jokes aside Magic the Gathering is growing in a daily basis and we want to be a part of it. Now if only I could get a glimpse of Sean Rossouw's deck.







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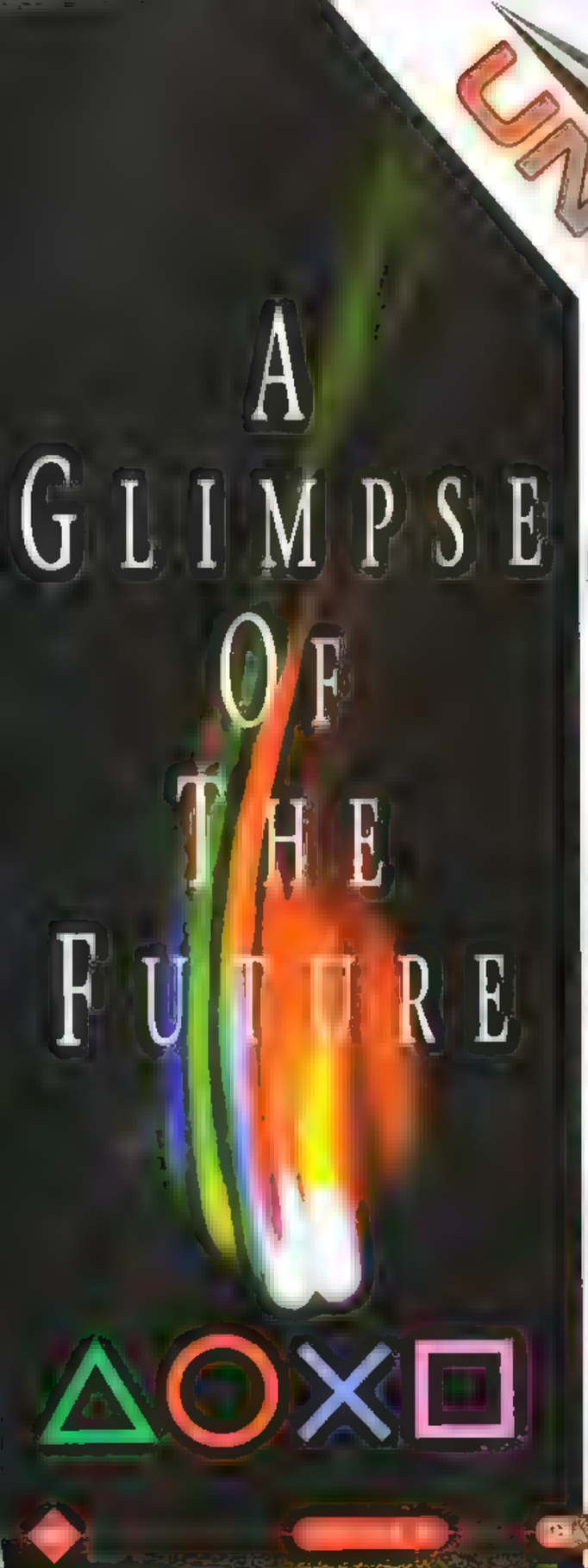
A GLIMPSE OF THE FUTURE



UNCOVERED

PlayStation

GAMING FEATURE

WE HAVE SOME NEWS FOR YOU AND I TH NK YOU'D BETTER SIT DOWN FOR THIS.

March the second will stand out as a day to remember for any PlayStation fan. It is the day Sony Computer Entertainment

THE LOW DOWN ON THE PSX2

STORAGE

EARLY DEVELOPERS ARE ALREADY HOPING TO BE ON EARTH ON PSX2

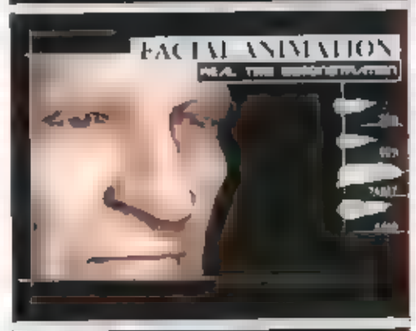
rates between 100Mbps and 400Mbps. These new interfaces allow the PlayStation 2 to connect to other systems and consumer products

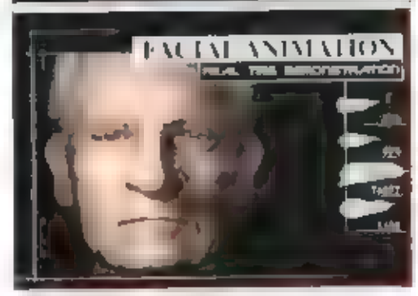
CENTRAL PROCESSING UNIT (CPU)

At the heart of the PlayStation 2 there will be a 128 bit CPU that has been co-developed with the

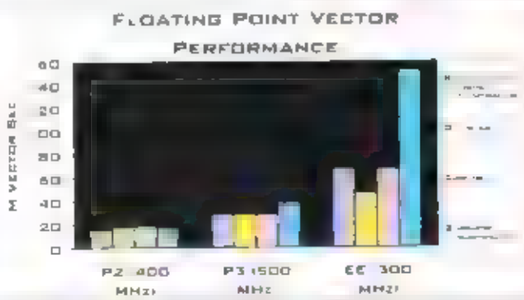
'Emotion Engine'. In order to process massive amounts of multimedia information at the fastest possible speed the data bus, cache memory as

speed CPU uses Direct RAMBUS in two channels to achieve a 3.2 GB second bus bandwidth, this is comparable to four times the performance of today's latest PC's that are built on the PC

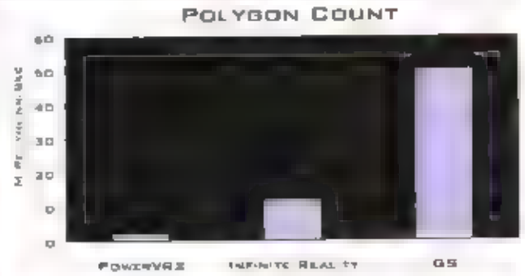




EXAMPLES OF THE FMV QUALITY ANIMATIONS



A.I. QUAKERS WILL FIND THESE FLOATING POINT STATS INTERESTING



AVERAGING 50 MILLION POLYGONS PER SECOND WITH Z BUFFERING & ALPHA BLEND ON

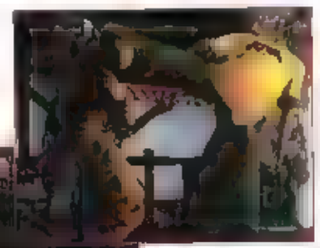
UNCOVERED

GENERAL SPECIFICATIONS

[illegible]

In the design of a graphics system, the rendering capability is defined by the memory bandwidth between the pixel engine and the video memory. In a traditional graphics system external VRAM is used, which is reached via an off-chip bus, this limits the total performance of the system and Sony has taken a totally different approach. The new GS will have a memory bandwidth of 48 GBs, this is achieved by integrating the pixel logic and the video memory on a single chip. This allows a greater pixel fill rate than that of today's best PC-based graphics accelerators. The GS will have a peak drawing of 75 Million polygons per second when rendering small polygons and will be able to render 150 Million particles per second. Taking into consideration Z-buffering, textures, lighting [illegible]

[illegible]



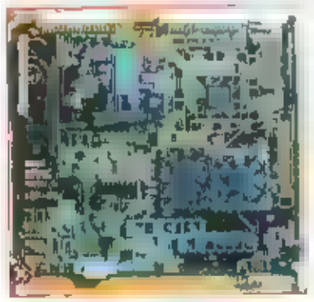
SOUND PROCESSOR

[illegible]

new consoles massive calculation performance and complex enhancements to the sound processor, the new console will allow for the encoding and processing of advanced 3D digital sound techniques such as AC 3 (Digital Dolby Surround) and DTS. With this leap forward in technology the PlayStation 2 will deliver unsurpassed audio quality in the console market and deliver in an area that is usually neglected.

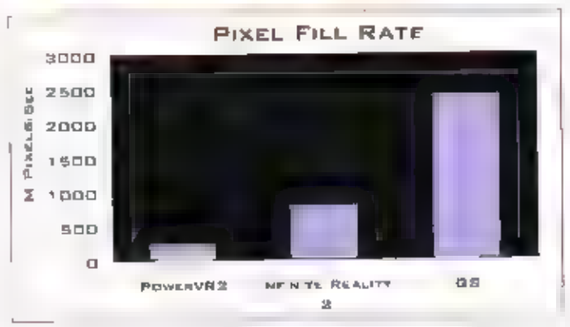
SAY WHA ?

[illegible]

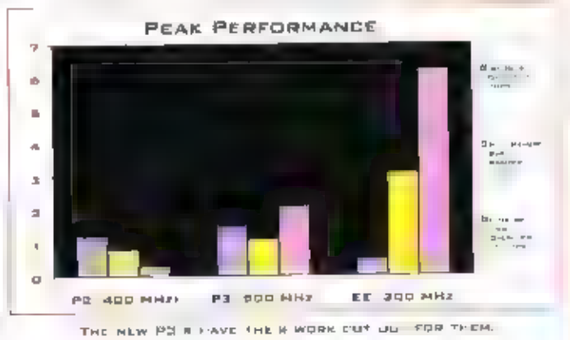


DON'T TAKE OUR WORD FOR IT BUT THIS IS A DEVELOPMENT KIT OF THE ATOT PLAYSTATION 2 MOTHERBOARD. NOTICE THE 2 HEATSINKS!

NAG WILL KEEP YOU INFORMED OF DEVELOPMENTS ON THE PS2



WE'RE TALKING MAJOR PC EATING FILL RATES, BRING IT ON



THE NEW PS2 HAVE THEIR WORK CUT OUT FOR THEM.

TACTICAL ESPIONAGE ACTION
METAL GEAR SOLID
SEIZED HUNDREDS OF NUCLEAR WARHEADS...
THE THREAT OF A NUCLEAR HOLOCAUST LOOMS...
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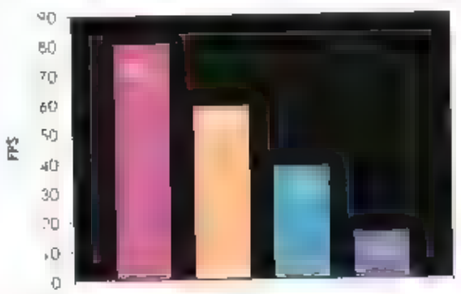
PENTIUM 3 It Rocks!

What's the ultimate gaming system? Well I recently had the opportunity to spend some time with Intel's latest offering, a 500MHz Pentium III that had been supplied by Mustek. My conclusion - it rocks! - James Melliars

PENTIUM III IS POWER!



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JOHN ROMERO'S 大刀 DAIKATANA

Anyone who has a game like Quake to their credit needs little introduction. John Romero left id software a while back and started his own company called Ion Storm, and ever since, he has become completely consumed by a game called Daikatana. Anticipation dulls the senses, and the last few days before receiving the first demo of this game was spent in a constant state of aimless wonder, nothing received any attention other than the front gate - a portal from which the true sequel to Quake would arrive.

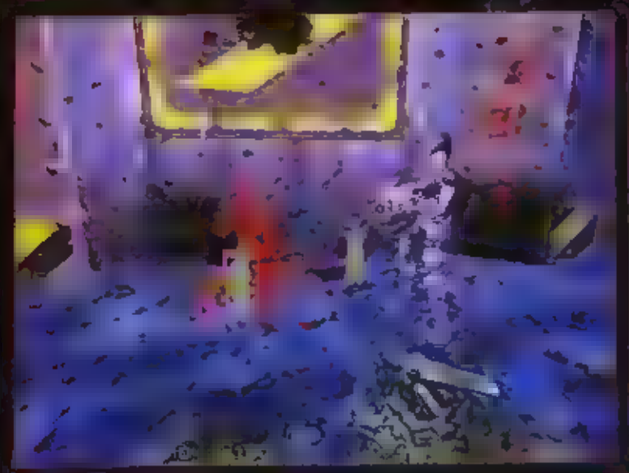
John Romero has always believed in one fundamental axiom, design is law. You might not realise just how much design goes into a game but often you'll hear of 3000 page design manuals that must be hashed out before the first line of code is ever written, and it's no different with Daikatana. The sceptics out there have hailed Daikatana as nothing more than a glorified Quake II patch, but others who have more than a little faith in the man behind Quake might just sell their own kidneys to buy a copy when it hits the streets.

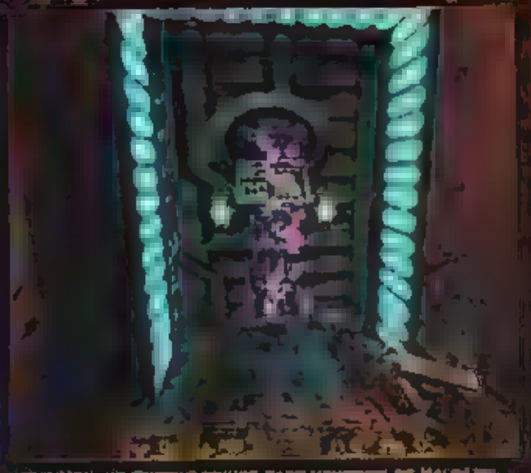
How a dagger can save a life

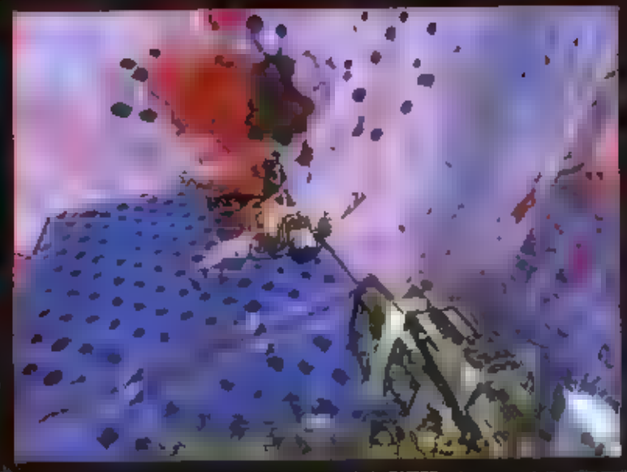
Daikatana is the name of a mythical sword that holds several hidden powers and allows the wielder to travel through time. After being dragged into a distressing tale of deception through the misuse of time travel, a stolen cure for AIDS and the murderous theft of this magical sword from the daughter of a recently beheaded scientist, you decide to accept her request to set things right. Hiro Miyamoto is the unlikely name given to you by your mother and after spending years doing push-ups and eating rice you use your martial arts expertise to face your greatest challenge and make a few bucks too. The year is 2455 AD and you must acquire the Daikatana from Benedict's fortress at Kyoto, Japan. Benedict is the evil presence that you must dislodge from his perch among the living to successfully complete the game. In the game, Mikiko Ishihara, the slain scientist's daughter, will accompany you and during the assault on the fortress, you will find a new ally - Superfly Johnson. You must all work together in this game to achieve success. After you find the sword you must return to the year 2000 AD to set history right but along the way something goes horribly wrong, landing you in 2300BC - Ancient Greece. After battling giant scorpions and other mythological creatures you arrive in Norway, 540 AD. Dragons and wizards must now be hacked through!

Genre	First Person Shooter
Developer	Ion Storm
Publisher	Eidos Interactive
Supplier	Data 4U Gmbh Tel 0 1 23 000
Release	www.daikatana.com

THE CLASSIC EXAMPLE OF A PURELY STRONG 3D WALL BEFORE REPTIDE DARKED THE NIGHTS AND NAMED HIMSELF THE NEW PHARAOH







THE CAMERA VS THE CHARACTER

It finally get back to 2030AD for the final showdown at Alcatraz, which is authentically modelled on the real life version. Each one is broken up into seven different levels with a secret level on each, and there'll also be a number of specially designed deathmatch levels, by John Romero himself.

Level of Improvement

Each episode will feature around six different weapons, including special sword powers, giving the player 30 different weapons throughout the game. Each era will have specific weapons suitable to that time and respect to end up using Poseidon's trident in Greece and more futuristic weapons in Japan. Unlikely as it may sound, earwax also features in the line up of collectable items alongside armour and power boosts. The sword and your character also have attributes that, like experience points, accumulate during the game. Movement speed, aesthetic ability, health, attack power and attack speed must all be improved as far you to be tough enough for the challenges that lie ahead. The Daikatana is the key to all these abilities and will eventually release seven secret powers if used during battle. The idea is that if you use the sword for fighting enemies it will gain the powers, accumulating power as you go. The game will present a number of different strategies when using the sword, so be careful not to drop it down a well in Greece.

THE RAIN EFFECT IS ACCURATELY PORTRAYED BY THE ENHANCED QUAKE 2 ENGINE

The proof is in the testing

The demo itself weighs in at a hefty 39 plus megs and is only available for play over the Mplayer network, which, as usual has no presence on our dark continent, but a quick overseas hop on the Internet proved that once again bandwidth isn't Africa's strongpoint. Oh, well we'll just have to make do with what we have then. After spending some time playing the two levels on offer the report is a bubbling thumbs up. Daikatana is another Quake II engine overhaul that miraculously features the only ingredient that Quake II never had - speed. Now don't go thinking frame rate or polygon pushing faster - it's all about how the game plays. Daikatana is lightning fast and brings back the one thing John Romero fully supports, gore. Buckets of giblets and blood rain down after a successful strike, the walls retain the gruesome hallmarks of rockets tearing through flesh, the bullet holes actually look like they're on the walls and everything moves as fast as the original Quake. A solid prediction might be a little optimistic at this stage and the competition is going to be fierce this year in the first person arena, but there can be only one! Daikatana is definitely going to rock your world!

For decades now Microsoft's Flight Simulator series of civilian aviation simulators have been setting the standard for civilian flight simulators. Competitors have come and gone. Some have almost toppled the Flight Simulator series and others died without so much as a whimper. Now there is another brave contender... Fly! from Terminal Reality.

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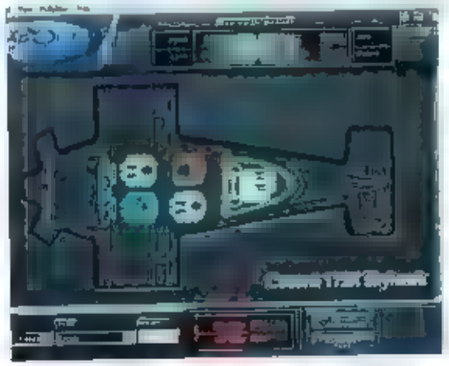
HOUSTON, WE HAVE A LIFT OFF!

OH NOW I WISH I HAD A FEW BOMBS ON BOARD FOR THIS



EVERYTHING IS CRAFTED WITH LOVING DETAIL

THE TERRAIN IS LOVELY TO LOOK AT AND DOESN'T GET ALL GRIEVY WHEN YOU FLY CLOSE TO THE GROUND.

It hasn't been too long since the Quake II killer would-be Unreal was released. The game was plagued firstly by poor performance on the Internet and later on by non-existent OpenGL support. The latter has only recently been fixed while the better Internet code was introduced late last year. Now we are sitting on the verge of the release of Unreal Tournament, which is designed to draw your average day computer user into the thrill of Deathmatch and Capture the flag. Just how is Epic going to implement this is the question? And how do you a new gamer buy a multiplayer only product?

Saul Aparicio

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Unreal TOURNAMENT

I remember when Unreal was released late last year. I was, the Ed brought me back a copy from E3 due to the late availability in South Africa. Now Unreal Tournament is just over the horizon and I am getting all excited again. The question is just what has been changed in Unreal to warrant calling Unreal Tournament exactly that.

The answer is that Epic has used the Unreal engine to create a game that caters for your average day computer user who has no idea what the terms Deathmatch and CTF are. To introduce these people to the thrill of first person action gaming Epic has created a set of tutorials to explain how each of the different types of multiplayer games work. In addition there are a couple of different variations to your standard Deathmatch games such as Domination and Assault. All the different modes have tutorial levels to introduce new players to the different playing styles. A voice instructor accompanies you and screen prompts on screen relate the different HUD statuses and their purposes. Unfortunately UT being a beta product still, I had little luck in getting the Domination or Assault tutorials to work and some of the new levels still use the old HUD from Unreal. The new HUD uses a pyramid mechanism to display your health status. This makes it easier to see what condition your character is in and if you should run for the nearest health.

The most noticeable new feature in Unreal Tournament are the user-friendly menus, which look absolutely amazing. They make it easier to configure all the video, sound, network and control options. Unfortunately to get to the true power of the Unreal engine features you still have to see the advanced settings as they are found in Unreal. Epic could truly do some work on these options as they are often cryptic and can confuse new players not to mention one wrong setting can screw up your whole game if you don't know what you are doing.

There are also some new humans and weapons in UT. The new weapons include the Translocator, a CTF teleport weapon, the Pulse Gun, which shoots green light-

A NEW RANGE OF BATTLE EQUIPMENT WILL IMPRESS ALL MONSTER FANS.

ning plasma type energy and the Redeemer, which launches a small warhead. Clearing out a room with the Redeemer reminds me of the power of the BFG in Quake II, its projectile, which looks like a rocket, just moves a lot faster than the BFG making it hard to dodge. Most of the textures and weapons from Unreal have a new look and I honestly think they look a hell of a lot better, not that there was anything wrong with the old weapons. The new look has a more futuristic feel to it and offers more graphic detail on the weapons itself. One other improvement includes revamped sound effects for the weapons, they sound more powerful now and you get a kick out of firing the weapons. There are still some tweaks to be done here and there in UT but overall the game is looking excellent at this point.

As for levels all I can say is WOW! The new levels are up to the usual Epic high standards and some of them even surpass the standard. Two of the levels made a big impression on me, these being a CTF level based on a rotating asteroid just off the Nali homeworld, the other an assault level where you have to disable a smashing twins' control room. On the twin level you really have a sense of speed as rock cliffs go zooming by while you move from twin to twin etc. I also saw a one-way mirror on one new level and it will be interesting to see just how the Unreal fans will be using it in their levels.

UT also features some new and improved AI code for the included bots to make training for CTF and DM that much easier. You can even order the bots to do basic tasks such as 'Flank Me' or 'Get the Flag'. Steve Polge the AI programmer for Unreal has been very busy and is introducing some more concept in playing with bots.

A couple of features are still missing such as bug free OpenGL support and Epic has announced that they will be sorted out when the final version is released.

Apparently the manufacturers of some of the OpenGL cards still have some driver issues to resolve as well.

So far UT is looking excellent and I think Unreal fans will appreciate the new features in UT. I can hardly wait to get my hands on the release code. Whether UT will succeed in bringing in new people to play multiplayer games is anyone's guess, but if new gamers are looking for an introduction to the ultimate gaming experience then UT is a good choice to teach them the ins and outs of multiplayer

At its core R-Type Delta is a nineties resurgence of the archetypal arcade shooter R-Type. The game's developer and the entire series in fact, all but disappeared until now. R-Type is back, and will command your undivided attention when it's finally released. - RedTide

R-TYPE Δ

What's Different

R-Type Delta is a side-scrolling arcade action title that unbelievably manages to bring a few strategy elements to this forgotten genre. From its infancy right up to the early nineties the computer games market was dominated by games like R-Type. Real Time Strategy didn't exist and everyone was happy just going up against the toughest aliens the galaxy had to offer in a flashy spaceship. R-Type Delta is a glance back into the past when people knew how to put a game together.

Graphic Setting Frame

The first thing you'll notice is that this game is now polygon based and allows the player a true blasting frenzy in the third dimension. Polygons always increase the scope of the game and admittedly look rather slick on the screen but this extra dimension and visual stimulation always comes at a price, speed. Fortunately, all evidence from the R-Type Delta beta preview is that speed isn't going to be a problem, the game flies along happily even when there are swarms of aliens everywhere. There are three ships you can fly in the game and depending on which one you select before playing you'll get slightly different weapons and abilities. The ships all have a super charge weapon which keeps increasing its charge rate the longer you hold down the fire button. The trouble to this is that it destroys most things on the screen with one shot and the downside is that it takes time to charge it up, leaving you defenseless, unable to fire any other weapon. Besides collecting missiles and miniaturs onto each ship is equipped with a different 'Force Unit' - this is a large indestructible satellite that comes in three different versions. For the R9 'Delta' ship the force unit is standard from the previous games and either attaches to the front or rear of the ship or floats freely around the screen. The R13 Ship, the Alkaiserex, has an Anchor Force Unit that is connected to your ship using an electric strip of energy that destroys anything it touches. The last ship is the R9, 'Cerberus' and it uses the Tentacle type force unit which can best be described as an automatic sphere of death, it does all the hard work for you leaving the important task of dodging bullets in your fumbling hands. Now, with all these different types of force units and ships the strategy element makes an appearance. First you must decide which Force Unit suits your playing style and since and all the units can either be attached to the front or rear of your ship or at the press of a button it launches off your ship and floats freely around the screen. It will absorb everything that is thrown at it and never quits which also proves useful when your inept dodging technique fails. The silver bonus is that as the sphere takes damage it stores the energy until it reaches 100% saturation - once this level of charge has been attained you can unleash your Delta Weapon. This special Delta charge is a screen warping super weapon that destroys anything on the screen. It won't destroy a boss that hasn't been softened up a little so trying to use it on initial boss contact will prove fatal for you.

Previews and Lies

The developers are promising cut scenes to advance the story along, perhaps giving a point to all the destruction. Besides the three standard issue ships there will be a fourth 'hidden' ship with its own unique weapons and Force Unit. Over seven levels will be on offer and each level will have up to four bosses to get past. The game has a different approach to the credits system, the more you play the more credits you get - they are limited and this will prevent finishing the game in one sitting.

It's been a long time since the last R-Type Big Boss was defeated and this late nineties update has everything the original game had and much more. Highly anticipated is a mild term, and welcome back boss, you've been missed.

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PREVIEWS UNDER CONSTRUCTION

This month we've been swamped with preview copies of PlayStation titles, so we scratched around in the Editor's 'new stuff' box and came up with eight of the best. These games are all in various stages of completion and when we have the final releases, we'll bring you in-depth reviews. So read, dream and drool for now.

Smashing...
Anna Kournikova's Smash Court Tennis

Starting...
Populous 3 The Beginning

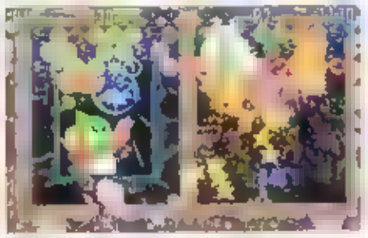
Snapping...
Croc 3

Pounding...
Tank Racer

Hot in there!

PREVIEWS UNDER CONSTRUCTION

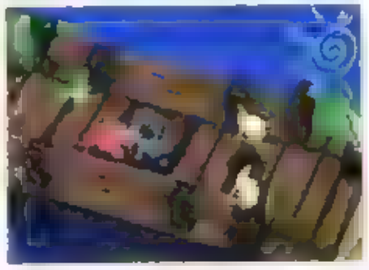
Bursting...
Bust-A-Move 4



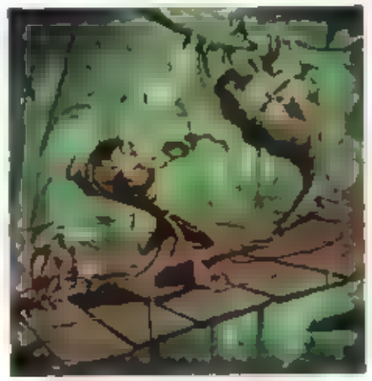
Shaping...
Guardian's Crusade

Are these bandels really worth the effort?

Suspending...
Rally Cross 2



Chopping...
Tai Fu



Some of the game's change cars from Tai Fu

Let's play chicken, mr. chicken

Well that's the lot for now, we'll bring you reviews of these exciting games when they're released.

NAG Rating System

38% - 0%

49% - 40%

59% - 50%

69% - 60%

79% - 70%

89% - 80%

100% - 90%

NUMBER CRUNCH - DERANGED OR JUST SMARTER THAN ALL OF US?

Our recent request for your comments, feelings and general opinions on how we rate our games sparked a deluge of mail on the subject. The consensus so far is that we should keep our scoring as it is. There have been some interesting insights we would like to share with you, one in particular from a man who obviously has way too much time on his hands, we're sure you'll find it interesting if you are interested in it.

Dear NAG

I was delighted to see that in your most recent issue, you were pondering the most informative scales through which to gauge game quality. Being one of the few doddering pensioners lucky enough to make a living surrounding themselves with such questions, I have several things to say in response to your "E for effort" editorial. Firstly, you are attempting to polarise game quality. A scale of 1-5 is no doubt a little too coarse, whereas a percentage scale vastly exceeds the precision of measurement you (or anyone else) is capable of. In addition, if the objective is to provide a rating system that is understandable and useful to the reader - why not remove the accent of concern from the exact scale used and instead incorporate some device to modify the nature of the scale based on your readership's preferences? (Still with us? Ed)

I suggest a generic scale of 1-7 within each rating category. This is essentially what you arrived at, but you categorised things by percentage. A seven-point scale is a marvellous thing in the statistics used in market research, and a good way to measure psychologically meaningful contrasts. Such a scale would probably mediate the type of evaluation (and reading power) you require.

Furthermore, I recommend weighting the scale (i.e. placing more emphasis on some features than others) to reflect different genres of games. For example, story may be less important in some games than graphics (e.g. platform or flight simulations). Sometimes, your reviewers fall against a dead end and have to assign a big yellow 'NA' in the category where it does not seem intuitively obvious. Why story should be any more important to a combat flight simulator than to a racing simulation I don't know - perhaps others do. Certainly, your methods are sometimes subjective - and very much dependent on the particular reviewer.

Although, I would not doubt your reviewer's expertise, I'm sure you wonder how and when the opinions and preferences of your readership may differ from those of your reviewers. So, what can one do?

This brings me to my last point. I suggest obtaining such weightings from your reading audience. This would entail carefully designing a questionnaire and asking readers to write in and to voice their opinions about what matters in different genres. You are fortunate not to have to worry about a biased self-selected group of respondents - since NAG readers are a vociferous and spirited bunch it seems. You would then compliment your standard rating with a user-adjusted weighted rating, which would sometimes reflect differences with your overall game ratings. Or, you could use the questionnaire results to understand what to emphasise when reviewing different types of games. In this way, the rating of your ratings is de-emphasised, and your ratings are filtered through the readership's preferences before being presented to them. The actual scaling need not be important, but the reasoning behind the values should be. That's what you are aiming for, right? (Yes, umm, that's right! Ed)

Daniel Palatow
Department of Statistical Sciences
University of Cape Town

The NAG Editors Choice this month certifies the PlayStation's meteoric rise to fame because of quality games such as Metal Gear Solid. Exploration and action are as popular as ever, feeding on the communities hunger for more interactivity and intrigue.

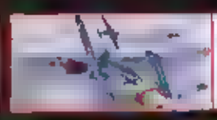
EDITORS CHOICE

METAL GEAR

See PG 66

The Awards Ceremony

Alpha Centauri PG 44


WWII Fighters PG 60

Delta Force PG 56

Premier Manager PG 64

Superbike WC PG 58

Tiger Woods 99 PG 72

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QUAKE II NETPACK I EXTREMITIES

If you take a look at your hard drive you've probably still got Quake and Quake 2 installed. Not only do these games provide the very best deathmatch gaming you will ever experience they also support a wide range of modifications created by fans of the game. Extremities represents the best of these modifications picked by id Software themselves. - RedTide

Many games come standard with map editors these days and as far as customisation goes, not counting cheat modes or altered configuration files, this is where it begins and ends. Not too long ago a game arrived on the scene and changed this thinking forever - that game was Quake. Quake had an open architecture that allowed novice and professional programmers and artists alike the opportunity to modify the game at its most basic level. In the same way Quake 2 has garnered a similar kind of cult following out there and the Quake community has grown from strength to strength. Extremities isn't an add-on pack but rather a multiplayer tool kit that has everything a Quake 2 deathmatch fan needs. The following modifications compliment the multiplayer game of Quake 2 in ways you've never even dreamed of.

Action Quake 2

The only thing that looks vaguely familiar in this modification is the engine that drives the game, other than that nothing has been left untouched. There are new maps, weapons and skins. The game closely follows real life action movies where the emphasis is on realistic interaction with the environment and other players. There are no weapons of mass destruction and if you take damage, you carry on bleeding until you stop to bandage the wound. The maps provide more real world locations and you are even required to press a key to open doors. When playing a deathmatch you need to watch your back all time as one bullet is usually enough to cash in your chips. Add to this the fact that falling from a height will also kill you and you've got a game that plays like real life. It's tough but fun and very real.

Chaos Deathmatch

This modification has new items for every weapon in the game. It's almost as if every good weapon and item idea for the last two years has culminated in one modification. Some of the more unusual items include a rocket turret that can be placed anywhere on the map, differently coloured trip mines and homing rockets. It's fast and fun and somehow amidst all the new toys a fair deathmatch balance is struck. Definitely the best of the lot.

Lower Tier

The Lower Tier is by far the ultimate deathmatch tool. It leaves each level as you play it, beaming bots for all the time. A large number of robots can be spawned on a single level and this is the best way for you to brush up on those deathmatch skills you claim are so good. One funny thing to watch is the way the robots communicate with each other, taunting and insulting has never been this vile!

Jail Break

This modification is based on the extremely popular Capture the Flag - but in this game, if you're killed you are sent to jail. If your entire team ends up in jail, you lose the match. The real fun element to this modification is the fact that you can also free your captured team-mates from the enemies base.

Ball

It's soccer, Quake style. The idea here is to kick the ball into the goal and rack up a hefty number of points. There are different game [illegible] can gain points for killing the opposing teams players. The maps are slightly unusual and all look like soccer fields with a goal on both sides and some [illegible] goal in the middle. Grab the ball and make your way to the opposing team's goal - the scoring is geared towards getting the ball through the goal and not killing everything in sight. A good team game that gives direction and purpose to the proceedings.

Quake

Quake 2 [illegible] This modification combines elements of Capture the Flag, Rocket Arena and Jailbreak. The [illegible] the enemies flag, which is standard stuff but if you're killed in action you are transported to a holding area. In the 'jail' you will have to wait until a member of the opposite team is also captured. You are then both transported to a deathmatch arena where the winner gets out and the loser must wait for another player. It's fun for a while but the waiting becomes annoying sometimes. This modification must be played with around eight people to be any real fun; go lower and you'll spend most of the game hanging on your cell walls.

CHAOS DEATHMATCH IS ONE OF THE FINEST MODIFICATIONS YOU'LL EVER PLAY. IT BORROWS SO MANY THINGS FROM THE ORIGINAL QUAKE GAMEPLAY IT'S ALMOST QUAKE II.

BELIEVE IT OR NOT ALL THOSE PLATFORMS DOWN THERE ARE CONTROLLED BY THE COMPUTER. PLAYING KRAMER'S BOTS WILL SHARPEN YOUR DEATHMATCH SKILLS.

THIS IS A LIGHT AS FIREBALL. THE IDEA IS TO GRAB THE BALL AND SHOT IT [illegible]

[illegible] FROM THE [illegible] DEATHMATCH MODIFICATION

EVERYTHING IS ABOUT AS PLUG AND PLAY AS YOU CAN GET

Zumbies!

[illegible] is the lucky product [illegible] Player Model for Quake 2. If you're tired of looking at the same guys and gals [illegible] will be a welcome change. He has his arm [illegible] about where he has lost the Quake 2 [illegible] and is a typical example of deflation in a [illegible]. The Zumbie boasts 671 Polygons to [illegible] has some amazing animation.

Rocket Arena

Similar to Rocket Arena and using only the Railgun you must rail your opponent - the weapon has been modified to only inflict 25 points of damage to balance out the game. It's fun, but slightly limited.

Last Man

You begin the game as 'It' and everyone is out to kill you but if you kill opponents, they change over to your side and must eliminate the remaining players. The last person to survive becomes 'It' in the next game. Good fun if he had here and the running commentary adds some unique sentiment to each game.

Rocket Arena 2

If you tire of battling against twenty people on a single map then Rocket Arena 2 might be the answer for you. Two players fight it out in an arena with the winner staying and the loser moving to the back of the fighting queue. There is also a team-based version but nothing demonstrates skill like a good one-on-one match.

Besides all these excellent modifications you are also given GameSpy, a useful utility that allows you to 'spy' on Quake servers to see who's playing what. The Quake Patch 3.20 is also included on the CD as are a number of maps and skins. The whole thing is nicely presented but there are two problems. We simply don't have enough on-line servers running variations of Quake 2 for most of these patches to be of any use. There is a local Action Quake 2 server up at the time of writing but as for the others they are better suited to LAN games. The other thing you must consider is that all of these modifications, maps and skins are available for free download on the Internet and most of them have already been updated since this title was released. Overall, a good well put together product that gives something back to the Quake community.

PC CD-ROM

GENRE
Strategy

Developer	Publisher	Supplier	RRP
Activision	Activision	[illegible]	R 329.00

http://www.activision.com

Multiplayer	Competitors	Pro's	Con's
Yes	[illegible]	[illegible]	[illegible]

Graphics	Sound	Control	Story	Continuity	Playability	Overall
[illegible]	69	[illegible]	[illegible]	88	87	80

DIAMOND

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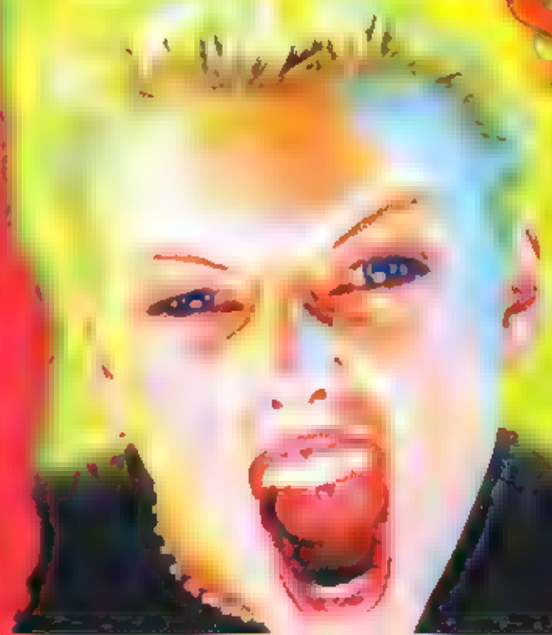
For a full, comparative review of the Monster Sound MX300 check out th s URL
http://www.cdmag.com/articles/016/185/mx300_review.html

- PCI Controller: Aureal Vortex 2™
- Wavetable: 4MB DLS
- Sample Rates: Up to 48kHz
- 0-band hardware equalizer
- Audio Output: 2 Stereo Line Level Out
- Audio Input: Microphone In, Stereo Line In, CD (internal) Modem (internal), Aux (internal)
- Signal to Noise Ratio: >90dB
- Connectors: MPU-401 MIDI / Game Port, Wavetable Header
- API Support: Aureal A3D, A3D 2.0, Microsoft DirectSound™, Microsoft DirectSound 3D™
- Supports Windows 95/98, NT™ 4.0 and DOS

Monster sound MX300



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CYBER STORM COMPUTERS

Some of you will remember, with some considerable nostalgia, Sid Meier's first offering – Civilization. Several remakes and "sequels" have since floated around the market. Now, at last, a true heir to that old classic has been released, and it lives up to the standards set by the original.

Raven

SID MEIER'S ALPHA CENTAURI

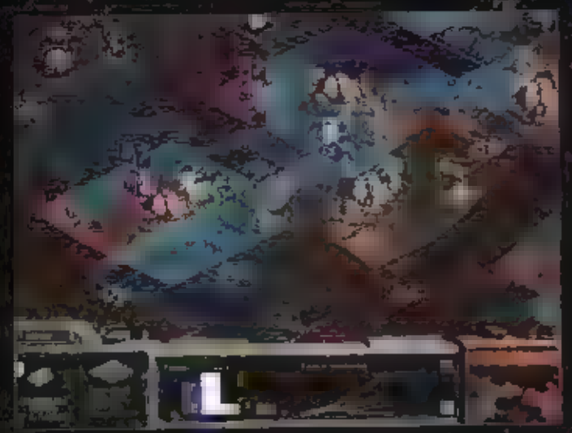
THE SEVEN FACTIONS THAT CAN BE YOUR HOST VALUES AND YOUR HOST HATED ENEMY, YOU DECIDE WHICH.

Almost a decade ago (wow! has it been that long already?) Microprose, who until then had specialised in flight simulations, released a title named Sid Meier's Civilization, which introduced a new breed of turn-based strategy games, in stark contrast to the classic hex-grid battle simulations that abounded at the time. Although a wild success back then, it has since faded into obscurity, having been overshadowed by the advent of real-time strategy games. Firaxis Games's latest offering, Sid Meier's Alpha Centauri, breathes new life into this classic game.

SMAC is set immediately after the original Civilization, which culminated in a colonising mission to our closest interstellar neighbour, Alpha Centauri. The Earth has been ravaged by industrial overpopulation and war and is essentially a dying planet. This prompts the mission to Alpha Centauri in the hopes that humankind may find a new home. However, shortly before the planet falls an accident occurs and the colony ship's reactor undergoes a meltdown, disabling the ship (the Unity) and destroying the chain of command. In typically human fashion, the survivors land into seven separate factions and make separate landings. Then divided, the survivors of the Unity begin a new age of strife and struggle...

At first, I was sceptical about the ability of a turn-based game to grab the attention of modern gamers. However, much to my surprise, I soon found myself totally engrossed. The first thing one notices are the rather simple graphics. These, while quite basic and set in the least lit spectacular, are crisp and clear enough and perfectly adequate to the theme. The terrain is attractively contoured (though if you find this distracting you can disable 3D terrain and switch to a flat alternative view) and very clearly depicts the geography of Planet. In stark contrast to the in-game graphics, the numerous video sequences can only be described as spectacular. Those of you who have played Civilization will recall the major underwhelming called "wonders" that had to be built in order to attain an edge. In SMAC these are known as "secret projects", and there are thirty-two of them, each accompanied by a video sequence. The length of these vary from around half a minute to several minutes each, and all of them are exceptionally atmospheric and beautifully rendered. All technological advances are also accompanied by voiceovers, some of which are purely factual writings, while others are writings by such notables as Plato, Aristotle, Sun Tzu and Albert Einstein. These add flavour to the game as well as providing general information and background to the specific technology in question. The musical soundtrack is not particularly inspiring, but suits the pace and atmosphere of the game perfectly.

A poster depicting the "tech-tree" and it is filled by only technologies (no



SIMILARITIES BETWEEN SID MEIER'S EARLIER DEVELOPMENTS AND ALPHA ARE SIMILAR IN ALL ASPECTS.

STATE AND INFORMATION ARE ABUNDANT WITHIN THE ALPHA CENTAURI [illegible]

IN ORDER TO SURVIVE ADVERSARIES YOU NEED TO RESEARCH AND OBSERVE NEW AND WONDERFUL DEVELOPMENTS.

units or structures all showed. This "tech-tree" follows four main paths which often, link up and diverge often. These paths are Explore, Discover, Build and Conquer. These four concepts are central to the game, and determine what your priorities are. Depending on how you wish to develop your colony or attempt to advance all four. It is, of course, impossible to pursue any one of the above to the exclusion of all others and expect to win, and a careful balance must be maintained. Furthermore, as all four tech-paths are interwoven, it is necessary to follow each to some extent in order to further the chosen one. The interface features automation options for almost every task imaginable, making the empire somewhat easier to control. None of these are mandatory, but any or all may be customised and activated at desired. Some feature "governors" which may be used to automate computation which that base, and all units may be set to fully automatic mode.

Diplomacy has not been omitted, and follows similar lines to Civilization's politics. New and innovative political options have been included, and you may even call a vote to rush the troops in order to major power levels should you feel that it benefits your strategy, to name just one. Diplomatic victory is one of the four alternative ways to win, the other three being conquest (eliminate all opponents), transcendence (achieved via research, mainly) and economic victory (corner Planet's energy market). Among mishaps that may befall you are plagues, droughts and energy market crashes (similar to stock market crashes), to name a few. You may benefit from unusually favourable rains or sunlight conditions. (weather fronts have been included in the game, including prevailing winds and their effect on rainfall on either side of mountains, for example). Around conflict is also not simplistic. The game offers many pre-designed "default" units, but this does not mean that new units may not be designed, and there can be custom-built to your exact specific needs or desires. Would you like to invade from ships using nuclear? No problem. Nuclear weapons? Why not, for regular spies, when you could design a spy-ship or spy-plane? Would you like your troops to drop in from orbit? Or would you prefer to wage cellular warfare, and gradually your enemy's critical facilities? Even rulers are available, but beware of economic sanctions from your rivals. But Maxis's Alpha Centauri has an incredibly "sci-fi" feel to it with some New Age thrown in for fun. The aspects vast, but multiplayer will truly test one to the limit. However however, multiplayer SMAC is not for the faint-hearted, as one game could last as long as 48 hours or more! But that wouldn't prove too much trouble, as Alpha Centauri is, dare I say, horribly addictive.

SHAKE DOWN

RAVEN

GENRE
Strategy

PC CD-ROM

Developer	Publisher	Supplier	RRP
Firaxis Games	Electronic Arts	Electronic Arts Africa	R 299.00

http://www.alphacentauri.com

Multiplayer	Competitive	Pros	Cons
Yes	[illegible]	[illegible]	Poor graphics [illegible]

Graphics	Sound	General	Story	Continuity	Playability
85			95	90	95

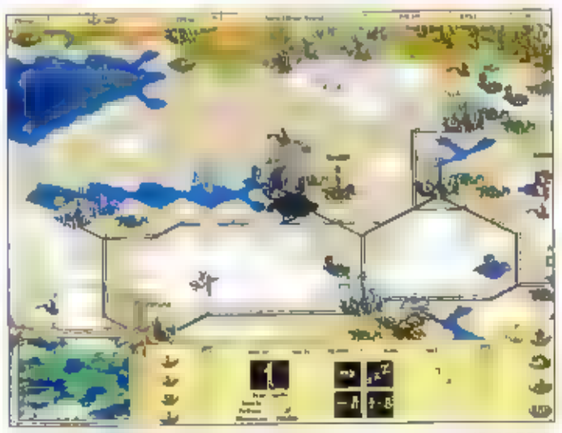
Min Requirements	Recommended
Pentium [illegible] 16 MB Ram 4 [illegible] Rom 4 Mb VGA Video 40 Mg HD Windows 95/98 DirectX 6	Pentium 200 32 MB Ram 8 X CD Rom 4 Mb SVGA Video [illegible] Mg HD Windows 95/98 DirectX 6

88

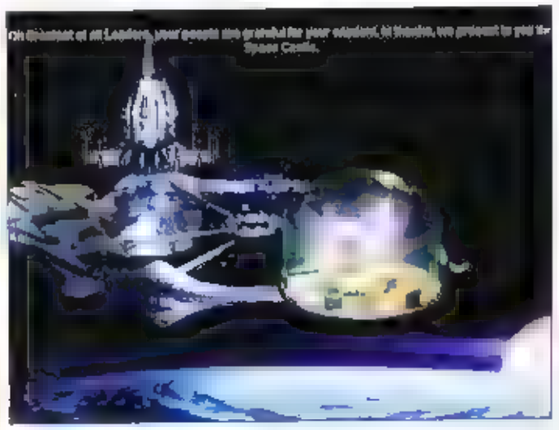
It seems not only are remakes and sequels in fashion, but competition between various game developers is creating alternative options on the same concepts. This is probably a good trend, as it should stimulate the design of better games. In this case, here we have another title based on the award-winning Sid Meier's Civilization. - Raven

ensures that riots don't break out. Local settings and commands direct the day-to-day activities of each individual city.

Food, gold and production are not the only resources available. The countryside contains scattered deposits of jade, coffee, various animals and other



CALL TO POWER INCORPORATES THE BEST OF WHAT WAS AND ADDS A BIT MORE TO THE INTERFACE TO MAKE IT MORE STREAMLINED.



CALL TO POWER OFFERS AN EXTRA THOUSAND YEARS AND WILL HAVE YOU BUILDING TO GLORY ON 3000AD.

ions as efficiently as possible.

Wonders are projects of monumental scope which require very long periods of time to build and confer specific benefits to the nice that owns them. Only one of any wonder may be built during the

HEY, MAN HAD TO START SOMEWHERE. THIS COULD BE THE JOHANNESBURG OF ANCIENT TIMES.

PC CD-ROM

RAVEN

GENRE
Strategy

Developer	Publisher	Supplier	RRP
Activision	Activision	Multimedia Warehouse	R 329.00

http www.activision.com

Multiplayer	Competitives	Pro's	Con's
Yes			

Min Requirements	Recommended
Pentium 90 8 MB Ram 2 x CD Rom Ms SVGA Video 300 Mg HD Windows 95 98 DirectX 6	Pentium 133 32 MB Ram 8 x CD Rom Ms SVGA Video 300 Mg HD Windows 95 98 4D cards

Graphics	Sound	General	Story	Continuity	Playability
	69			88	87

80

Although burdened with a somewhat clumsy interface, and not visually spectacular, this game is well thought-out and offers quite substantial depth. It will prove very enjoyable to anyone who likes to sit down and [illegible]

We locked our resident Strategy buff Raven away for two weeks to discuss Alpha and Civ 3. Only after the police were alerted to an unusual smell in the vicinity of his office did we realise that his intentions were not to be released. Once the Jaws of Life were used to pry open the door and a fumigation team sent in to recover the Shakedown Disc, only then were we able to finally find out the low-down on the two games.

NAG SHAKEDOWN

SID MEIER'S ALPHA CENTAURI VS CIVILIZATION III

Given that two major titles have emerged based on Sid Meier's Civilization, it is only appropriate that we should provide our readers with a handy comparison of the two, seeing as few of us are in a position to buy games indiscriminately. While both releases are of a high standard, different people have different preferences, and so, below you will find a listing of the two games' similarities and differences.

Hereafter, Sid Meier's Alpha Centauri will, for convenience, be referred to as SMAC, while Civilization: Call To Power will be abbreviated to Civ CTP. Enjoy, and we hope this brief guide will be of assistance.

Graphics

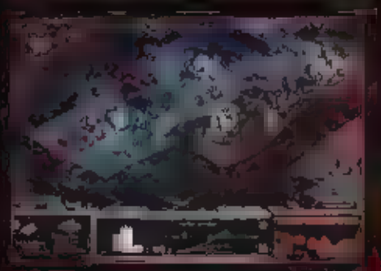
Sound

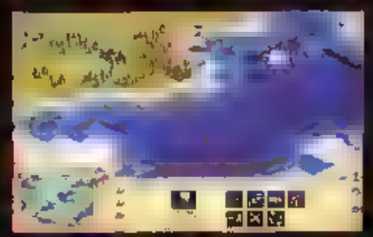
Gameplay

Control & Interface

Continuity

Other Notes





Summary

Should none of the above factors be important, then the determinant should be as follows:

Civilization veterans who would like to experience the original as faithfully as possible should opt for Civilization: Call to Power, as it deals with all the original concepts and adds sweeping features to the end.

Other civilization fans who would like to see what Sid Meier is up to these days, or who would prefer to continue the story begun with Civilization, should take a good look at Sid Meier's Alpha Centauri.

Players who have never experienced the original classic may opt for either SMAC, has a more modern feel, while Civ CTP takes a more classical approach, and both are worthy of exploration.

- Raven

The third incarnation of Blue Bytes popular Settlers series hit our shelves recently. Settlers III continues on from Settlers II with lots of enhancements but sadly adds nothing significantly different to the game.

Saul Azevedo

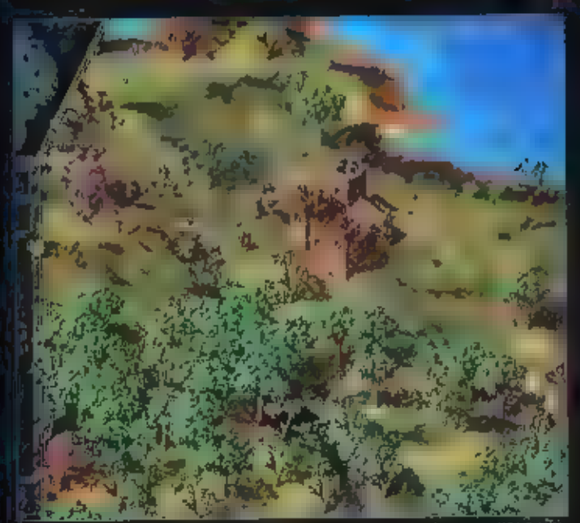
THE SETTLERS

The story behind Settlers III revolves around demigods who got bitten by Jupiter (Lord of the Roman gods), Ch'in-Yu (Dragon Legend of Ancient China), and Horus (Egyptian Sun-god). Now they are in trouble as the main god takes notice and calls for them. He decides to punish them for their laziness and ineptitude to lead their respective nations to glory, the punishment - repaint the universe. There is however an option for one of them to escape punishment, all three must choose a representative from their respective nations and instruct them to conquer each other and the winner will escape the gruelling task of painting the universe. This whole sequence is beautifully portrayed in a "Hercules: The Movie" type animation. The intro is of such high quality that I almost thought I was watching a DVD movie.

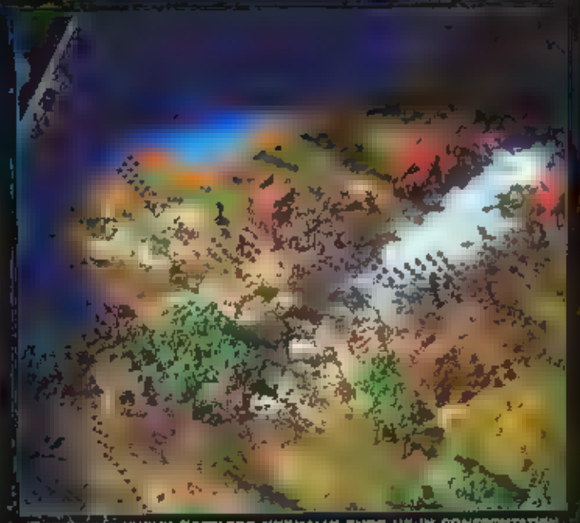
This is where you step into the fray as one of the three representatives - Septimus Marius for the Romans, Ramsès-ness for the Egyptians, and 'Du-Ting for the Chinese. Picking a character has more to it than simply choosing a nation to play as, they determine the difficulty, easy, medium and hard respectively.

The whole object is to conquer your neighbours during a single player campaign or single missions. Unlike the usual isometric perspective real-time strategy game, Settlers III focuses more on economy and logistics than the actual battles taking place. You actually have to have a pretty well established community before even attempting to engage your opponents. The three main groups of settlers are diggers to level the ground so that you may build on it, carriers who supply the building site with material, and builders who actually build the structure. All in all there are 34 different settlers ranging from the average dry swordsman to pig farmers and gun powder makers. A major task of the carriers is to supply all the different goods to various buildings - an example of this would be the making of wood planks for construction. Just to get planks for building the woodcutter would have to cut a tree down, a carrier will then move the tree to the sawmill, there it's cut into planks and only then can a carrier take it to a building site. The whole economy revolves around interdependencies and can get quite frustrating and complicated at times.

In Settlers you expand your starting borders by building guard towers on the dotted edges representing your boundaries. Increase expansion is the size range of the tower. This process is continued until you actually border your neighbour. This whole procedure is probably the most strategic matter in the game. If you don't expand your borders soon enough you might find your economy and logistics being overrun by the enemy.

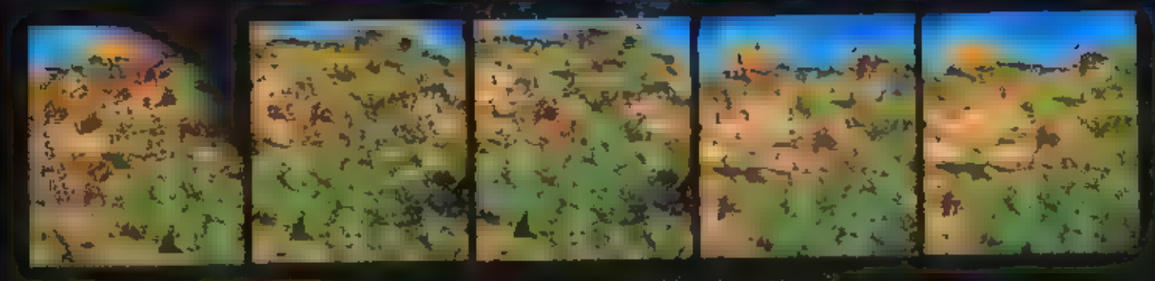


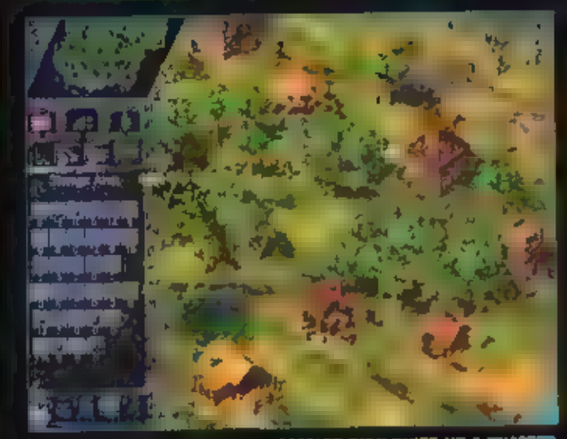
THERE'S FIND THE BATTLE A PLEASANT STAY AND ONLY WHEN NECESSARY PROD.



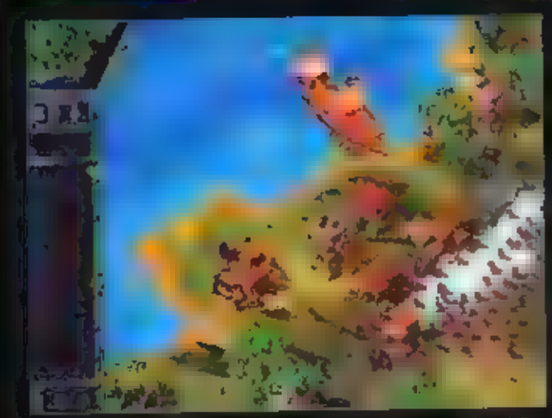
OVERRUNNING ENEMY SETTLERS NORMALLY ENDS UP IN CONFRONTATION OF SOME KIND.

REVIEWS UNDER FIRE





A DETAILED AND FUNCTIONAL INTERFACE ONLY TAKES UP A FRACTION OF THE PLAYING AREA.



TRADE AND TRANSPORTATION IN THE GRAND OLD GALLEY STYLE...

Once a building is in your control your border expands once again to include the new building. Everything that belongs to the other nation within site of it is instantly destroyed and the opposing settlers in the area move inside their new decreased border range. You do however have the option to attack individual buildings just to annoy your opponents, by taking out his towers is much more fun not to mention a hell of a lot quicker.

One gripe that I have about the Settlers III interface is that you don't have enough easy access to settlers around. There is only a handful that can be counted around while the majority just go about their task automatically. Most of the game is controlled using sliders, while this does work it would have been better if you could actually click on a building and tell it to construct a certain item without having to go to your menu and click on a slider. Most of the time you have no idea where the item will be produced, especially if you have 2 or more of each structure type.

The gameplay does become a little repetitious after a while as you instantly keep having to form a new economy on each mission. It takes time to get it up and going before you are able to actually attack anybody, which I find the most interesting part of the game. Fortunately you can also play online with other Settlers III fans, or even a LAN with your friends.

The graphics in Settlers III are vivid and detailed and the game uses a sprite-based engine to represent the world. Your settlers and their surroundings are displayed using bright colours. Each of the different types of settlers have a variety of unique animations and at times you just sit watching the different settlers go about their tasks to see if you have missed any interesting animations. Graphically Settlers runs smoothly and the game actually adapts to those of us who still have original Pentiums sitting around. Gamers should find the game runs smoothly even on the minimum required specification of a Pentium 100MHz.

Unfortunately the sounds leave something to be desired. It is pretty much standard and there is nothing that will make you go "Wow! That sounds interesting." The sound effects really don't add that much more to the game unlike the background music track, which sets the mood as you relax and watch your settlers go about their business.

Taken as a whole Settlers III delivers improvements and some enhancements to the Settlers series but fails to add any remarkable new features to the game. Settlers II fans will love it and enjoy playing the game, unfortunately the game does become repetitive as you are basically doing the same thing on all the maps, fortunately multiplayer does extend the life span of the game. If you're a Settlers fan be sure to add it to your collection, and if you find empire building interesting you might want to give Settlers III a try. Just keep in mind that there are far more interesting empire building games such as Caesar III or Age of Empires available.

PC CD-ROM

GENRE
Strategy

Developer	Publisher	Supplier	RRP
Blue Byte	Blue Byte	[illegible]	[illegible]

http://www.settlers3.com

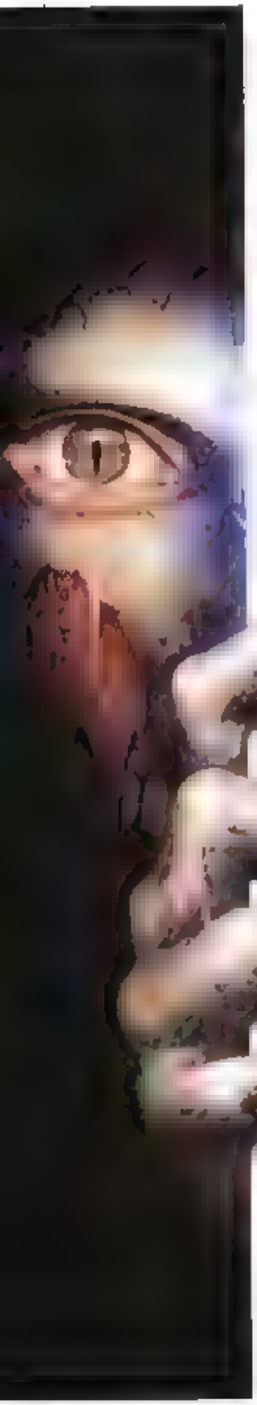
Multiplayer	Competitives	Pro's	Con's
Yes	[illegible]	[illegible]	[illegible]

Graphics	Sound	Control	Story	Constancy	Playability
88	[illegible]	[illegible]	85	65	[illegible]

Min Requirements	Recommended
[illegible]	[illegible]

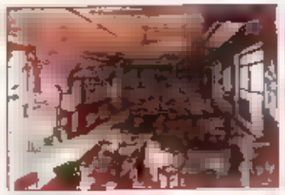
78

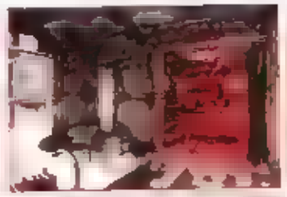
Horror is very hard to pull off effectively – often scary special effects and terrifying situations end up looking comical and drowning in clichés. You've probably watched countless predictable horror movies in the past and thought 'wouldn't it be nice for a change if the pretty blonde wandering alone in the woods at night in a skimpy outfit didn't end up running into a graveyard full of rotting zombies?' As it is directors find it difficult enough trying to convince cinema goers to be scared, so imagine the impossible task when doing the same thing in a computer game. RedTide

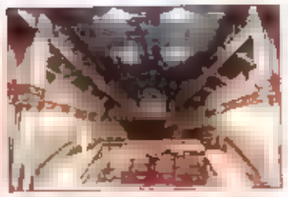


Sideshow

RESIDENT EVIL 2







PC CD-ROM

RedTide

GENRE
Action Adventure

Min Requirements	Recommended
[illegible]	[illegible]

Developer	Publisher	Supplier	RRP
Capcom	Virgin Interactive	[illegible]	1 BA

http://www.residentevil2.com

Multiplayer	Competitives	Pro's	Con's
No	[illegible]	[illegible]	[illegible]

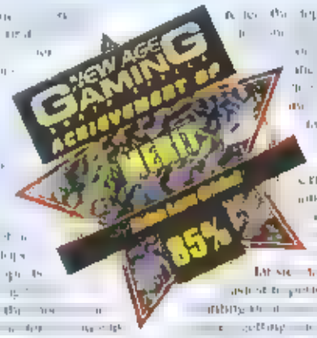
Graphics	Sound	Control	Story	Continuity	Playability
[illegible]	[illegible]	[illegible]	89	[illegible]	91

82

Resident Evil 2 is a game you will never play that will have you running scared. The problem though is in the conversion, the developers ported it straight over to the PC and changed the character graphics and it shows.

REVIEWS UNDER FIRE

Normally developers overlook cricketing games because it pertains to countries of less interest in interactive software. It has been almost two years since we have seen anything remotely interesting but because of the World Cup the interest has started to take cricket into the next phase.



STORM

GENRE
Cricket Simulation

PC CD-ROM

Developer	Publisher	Supplier	RRP
Codemasters	Codemasters	Multimedia Warehouse	TBA

http://www.codemasters.com

Multiplayer	Comparitives	Pro's	Con's
Yes	[illegible]	[illegible]	[illegible]

Min Requirements	Recommended
[illegible]	[illegible]

Graphics	Sound	Overall	Story	Continuity	Playability
[illegible]	[illegible]	91	NA	85	90

85

GRAPHICS BLASTER

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Don't be fooled into thinking that because it delivers out-of-this-world 32-bit graphics acceleration using 3Dfx's new RIVA TNT processor, it can't be faster than Creative to deliver top-of-the-world 3D graphics acceleration using 3Dfx's new RIVA TNT processor. The Graphics Blaster™ Riva TNT features a revolving 128-bit memory architecture and Twin-Texel 3D pipeline to deliver mind-numbing speed in virtually any application. The Graphics Blaster™ Riva TNT is loaded with 16MB of Synchronous Memory and a powerful 250MHz DAC for incredibly high resolutions and refresh rates with millions of brilliant colors. Game, for only the best in performance, reliability and compatibility with the Graphics Blaster™ Riva TNT from Creative.

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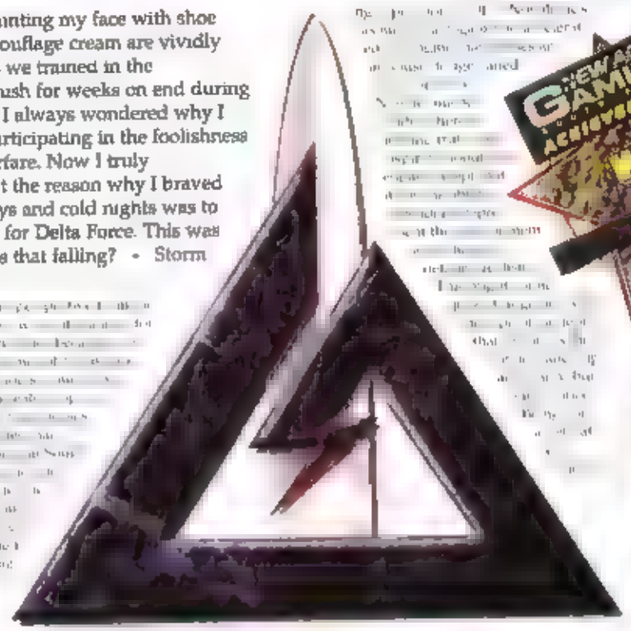
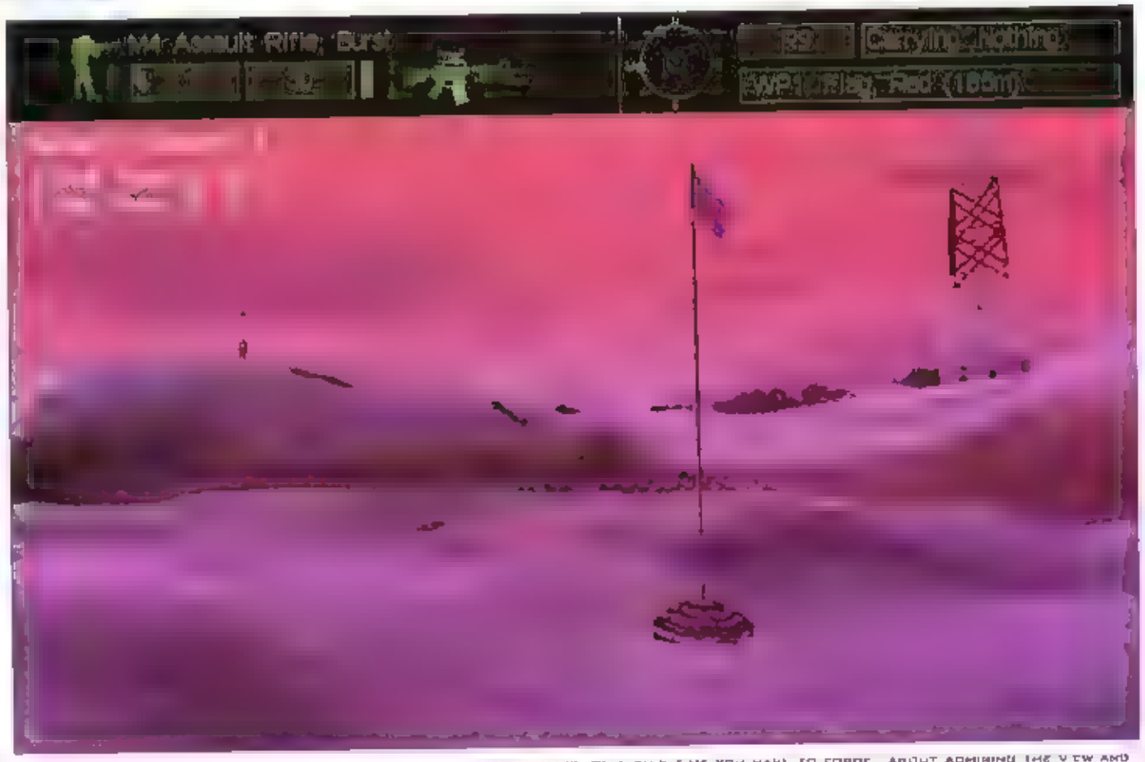
South Africa Distributor: Multimedia Warehouse www.[illegible]
CT (021) 531-2[illegible] DBN (031) 573-3[illegible] PE (041) 3[illegible]

Memories of painting my face with shoe polish and camouflage cream are vividly remembered as we trained in the Bloemfontein bush for weeks on end during Army training. I always wondered why I was actually participating in the foolishness of practical warfare. Now I truly understand that the reason why I braved those warm days and cold nights was to prepare myself for Delta Force. This was my calling, or is that falling? - Storm



DELTA FORCE

WE LIVE TO DIVIDE



SEE YOU EVEN GET AN AMBIENT RELAXING SETTING IN AN ACTION GAME. ONLY THIS TIME YOU HAVE TO FORGE ABOUT ADMIRING THE VIEW AND WATCH ONE SHOT SNIPERS

NIGHT TIME ESCALADES ARE COMMON IN DELTA FORCE AND ARE REALLY REALISTIC

BOB ARBUCKLE DEMONSTRATING HIS LONG TIMED TECHNIQUE FOR PICKING OFF YOUR FOES AT LONG RANGE

STORM

GENRE
First Person Action

PC CD-ROM

Developer	Publisher	Supplier	RRP
Novalogic	Novalogic	Electronic Arts Africa	R 279,00

http www.novaworld.net

Multiplayer	Competitives	Pros	Cons
Yes	Jane's Attack Squadron		

Min Requirements	Recommended
P166 MMX Pentium, 32 MB RAM, 4x CD Rom, 8 MB SVGA video, 1 Gb HD, Windows 95/98	P200 MMX Pentium, 64 MB RAM, 4x CD Rom, 8 MB SVGA video, 1 Gb HD, Windows 95/98

Graphics	Sound	Control	Story	Continuity	Playability
[illegible]	88	89	93	91	87

88

Playing Evil Knievel was a childhood pastime inherited from copying our motorcycle stuntman hero. Who would have guessed that the dawning of a new age of heroes would culminate into a world-wide showdown every second week of the racing season? These intrepid heroes trust their lives to a 300Kplus machine that plays a careful balancing act on only 6cm of rubber. After slipping into the leathers we felt a little more comfortable reviewing this fast paced racer.

SBK SUPERBIKE WORLD CHAMPIONSHIP

PC CD-ROM

GENRE
Motorbike Simulation

Developer	Publisher	Supplier	RRP
Electronic Arts	Electronic Arts	Electronic Arts Africa	R 259.00

http www.ea.co.za

Multiplayer	Comparitives	Pros	Cons
Yes	Moto Racer 2	[illegible]	[illegible]

Graphics	Sound	Control	Story	Centrality	Playability
92	86	88	NA	93	92

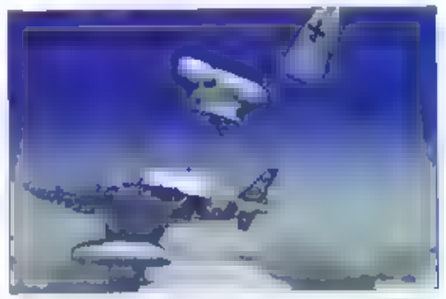
90

For the fun seeker and the [illegible] simulation fan, SBK takes the fairly unchartered genre of motorcycle racing and catapults it into classic status. Realism and extreme playability are instrumental in entertaining the player beyond the norm. It's a must buy for racing [illegible]

Another day another WWII flight simulator. With its recent release of WWII Fighters, Jane's has provided us with yet another excellent flight simulator to add to the WWII flight sim genre. Let's have a closer look at Jane's version of combat in the skies around 1944. Reaper

WWII FIGHTERS

Welcome to the Museum



And the prize goes to

Ladies and Gentlemen fasten your seatbelts

Give me options

REAPER

GENRE
WWII Flight Simulator

Developer	Publisher	Supplier	RRP
[illegible]	Electronic Arts	Electronic Arts Australia [illegible]	R 329.00

http://www.janes.ea.com

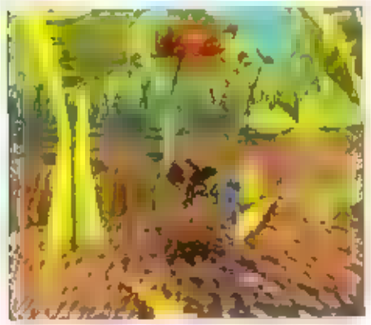
Multiplayer	Comparitives	Pro's	Con's
Yes	[illegible]	[illegible]	[illegible]

Min Requirements	Recommended
Pentium 200 [illegible]	[illegible]

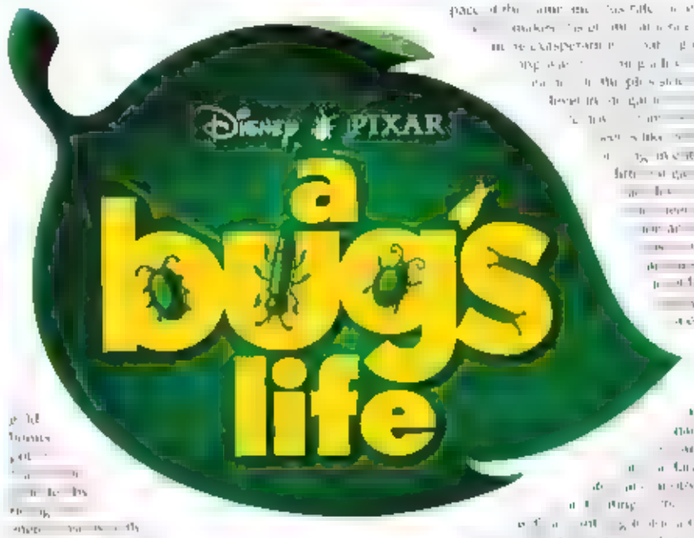
Graphics	Sound	Control	Story	Continuity	Playability	
93	90	88	NA		88	88

YOUR EARS MIGHT NOT POP
BUT YOUR EYES WILL

They say an ant can lift up to 20.4 times its own weight. Now consider that a small garden-variety ant weighs about 0.0184 grams and your PlayStation weighs around 2.976 Kg fully loaded with a standard memory card, controller and game. Applying an advanced scientific formula to these figures, and also bearing in mind that an ant will always land on its feet if dropped from a height of not less than 1 metre, we arrive at the following conclusion - there is no way that you could fit enough ants under a PlayStation for them to carry it away RedTide

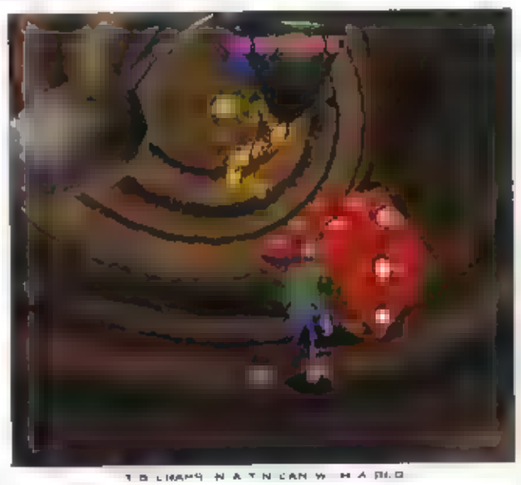


Dunkel – [illegible] and Flean – a [illegible] – it's a bug's life at Pixar



The ant and the hair

Lights, camera and action



[illegible] in a [illegible] can [illegible] a bug

Polish that acorn

To aid you in your quest you [illegible]

Bugs on the Internet

The Disney site for A Bug's Life has plenty of interesting information about the movie and its charac[illegible] One nice feature on the site is the area where you can download the bloopers from the movie. If you are planning a long way to show how much love and attention went into this product and how interesting bits on the site show you how they put a full length animated feature together using only [illegible] items. Fun as the bloopers and other information [illegible] the site [illegible]

Things eat up [illegible] end of the game

How [illegible]

Play about that camera

REDTIDE

GENRE
3D Platform

Controller Support	Optional Extras
Dual Shock Analog Controller	1 Memory Block

Developer	Publisher	Supplier	RRP
Traveller's Tales	Sony Computer Ent[illegible]	Star Kinetic Interactive [illegible]	R 399.00

http://www.playstation-europe.com

Multiplayer	Comparitives	Pro's	Con's
No	[illegible]	[illegible]	[illegible]

Graphics	Sound	Control	Story	Continuity	Playability
[illegible]	[illegible]	[illegible]	[illegible]	87	69

80

We all know that competing on a soccer field against rivals is one of the most satisfying things to do. But we give little thought to the nervous guy who is puffing on his seventh cigarette, jumping up and down, swearing at all who come into his train of thought and vision. This is the role of the Manager and after playing Premier Manager 99, I have a new found respect for their presence.

Storm

NINETY NINE

Football management sims are the actual reasons that my gaming passions took off the way they did. On our trusty old ZX Spectrum there was a little title that did its rounds among the football fanatics, it was called Football Manager. Many weekends were spent in the company of two or more friends trying to build our favourite side (I won't elaborate which side for fear of flying missiles) up to, in those days, Division one. Gaming highlights were simulated by stick men that glided across a green background, kicking a square pixel around.

Now we are thrust into the world of high-powered gaming computers and consoles, the gaming developers have battled to reproduce the intense enjoyment and depth of a twelve-year-old title. That is until now.

Premier Manager 99 comes from the Actua Soccer stable of Gremlin Interactive and has a long history in the genre of football management. The 1998 version picked up much applause for its refined techniques and match sequences. This updated version offers a lot more in the way of Database information of the English and Italian leagues. Some might say that it is too restrictive but the amount of information on each player, club and stadium was widespread and up to date.

PM99 is being endorsed by Kevin Keegan, the player or manager of somewhat of a legend in his management capacities at Newcastle as well. After being given the arduous task of managing England, it will be interesting to see whether you have the ability to match his rise to fame. PM99 places you in the hot seat of some of the biggest and most famous sides in the world. There are two key modes of play, these being either a Management orientated game where you take control of a divisional team and decide its destiny on the playing fields. Or the more enticing role of Career mode that has you dealing with all aspects of the football business, right down to the type of polish used for the boots (ok, almost). In Career mode your objective is to take a third division side all the way to the show, all the while keeping your club financially healthy and healthy in all respects.

One of the first things you will notice is the enhanced Actua style match highlights that are the best I have seen in my twelve years of football management. Accurate commentary and an ultra impressive 3D engine are amazing to behold. The indescribable joy that you get while watching your team perform (in Liv..., oops let that one out) in an eye candy fashion, with heart-pounding action. Most highlights leave you with your nails nibbled away and a heavy case of heartburn. The unfortunate thing is the inability to stop and ring changes during the highlights, but if you did your homework before the game, why bother.

PM99 has a fair amount of new AI tweaks that will keep you guessing as a Manager. The interface have been smoothed over and not easy to understand. Intuitive control is given to the training sequence with more options available for individual training for your star players and whip sessions for your lame duds. The financial aspects are not really get heated for management lovers but PM99 uses a streamlined system of only controlling the much needed systems such as ticket prices, stadium upkeep and player wages. This lets you get on with what makes football management sims exciting and fun to play, planning and strategizing.

For my first look at a management sim on the PlayStation, I am thoroughly impressed. The console handles the gameplay with precision and finesse without being authentic! I can only say that we are proved wrong, and our copy of Championship Manager 2 has finally been relegated to the bottom division. To all you aspiring Managers with a PlayStation, kick those boys into shape.

WHEN QUALITY MATCH SEQUENCES LIFTS PM99 TO THE TOP OF THE FREE SHIRT...

STATS AND INFORMATION GALORE IN PM99...

Streamlined interface and stunning 3D sequences are the table dies around two games of Premier Manager 99. Exciting highlights keep the nerves in check and lying environment is eternally elected gameplay. The best of its genre for the PlayStation all from Gremlin.

PlayStation

GENRE
Football Management

Developer	Publisher	Supplier	RRP
Gremlin Interactive	Gremlin Interactive	Star Kinetic Interactive 0 445 5900	TBA

http: www.gremlin.com

Multiplayer	Comparitives	Pros	Cons
Yes	Premier Manager 98	Excellent 3D Engine New A Tweaks	No Highlights Jokes

Controller Usage	Optional Extras
Dual Shock Analog	3 Memory Blocks

Graphics	Sound	Control	Story	Continuity	Playability	
92			NA	93	90	87

THE ULTIMATE SPACE COMBAT GAME

BABYLON 5™

SIERRA FX BABYLON 5 YOSEMITE Entertainment

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DATATEC CREW
www.datatec.co.za
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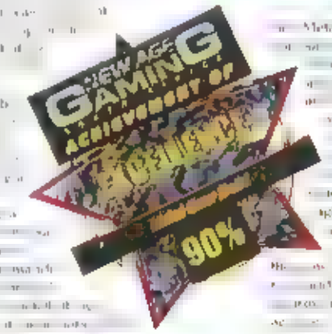
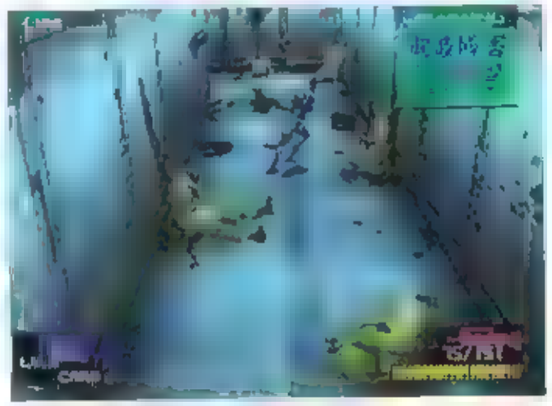
It's cold and wet, your breath mists in the Antarctic air as it leaves your quivering lips and your heart is pounding in your chest. After silently slipping out of your wetsuit and taking cover behind a crate, you watch two guards deep in conversation. The talking ends and they continue patrolling unaware of your presence. It's time to move, lives are at stake and everyone's counting on you.

TACTICAL, ESPIONAGE ACTION

METAL GEAR SOLID





THE WORST PART ABOUT TAKING THE WATER IS THAT YOU DON'T LEAVE IT WHAT IS AND TO A COWARD?

Stealthy Shadow

QUICK GUIDE

Next time Solid Play Guide (N.L.S.P.G.)

Next time pay attention when that drill instructor screams in your ear. It's a tough life being a highly trained soldier and we understand that after all those evil terrorist leaders have brainwashed and tortured you there might be some problems you experience coping with the trauma. Read this to survive the first day, study it to make it to the final boss.

Crawl

- Time the noises of the guards so you can slip by unnoticed.
- As you walk through snow you leave footprints, guards notice footprints and investigate - to avoid this crawl on your stomach.
- Avoid puddles of water and metal grates, they make a noise if you walk on them.
- Keep an eye out for dark shadows and hidden areas and always avoid being seen by the guards.

Taking out a guard by surprise usually rewards you with a cigarette or an item.

Using the Wall

Slide on more slowly, pressed up against a wall. The view changes, depending on where you're standing, so you can see around corners. Use this technique to avoid detection by surveillance cameras. In this mode, you can also knock on the wall to attract a guard's attention, luring him to deviate from his usual patrol. Make sure you have left the area before the guard arrives.

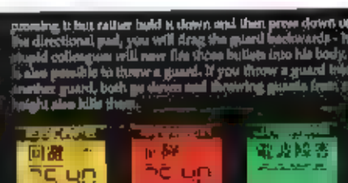
Equipment Menu

The R2 button will enable you to select a weapon. Pressing the R1 button will automatically select the last weapon you were holding. During a fire-fight, tap this button twice to quickly reload your weapon.

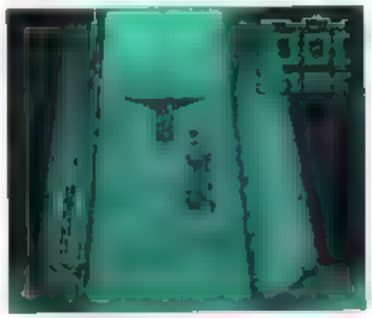
Knocking Holes and the Prone Position

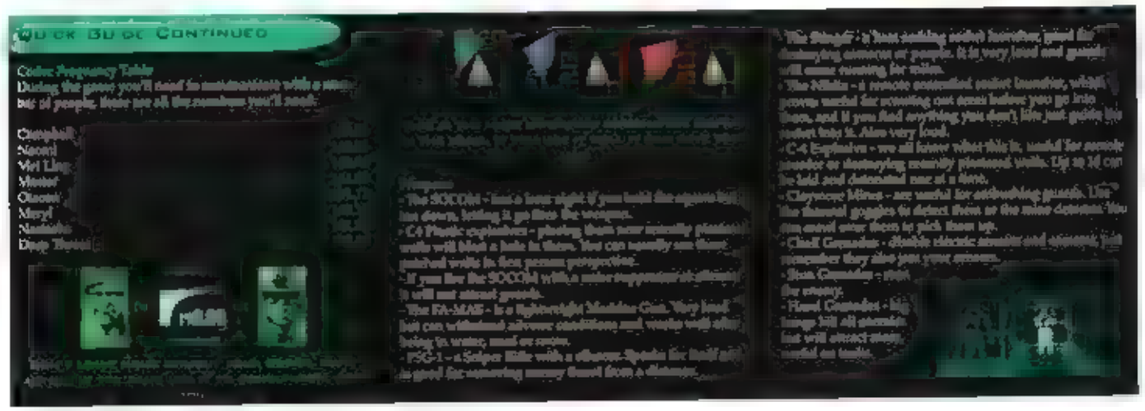
Sneaking up behind a guard allows you to punch his neck in your repertoire. Also, the enemy bullets if you do not bump.

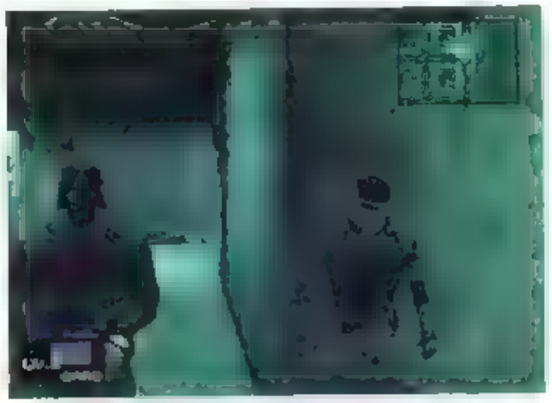
pushing it but rather hold it down and then press down on the directional pad, you will drag the guard backwards - his stupid colleagues will never fire those bullets into his body. It is also possible to throw a guard. If you throw a guard into another guard, both go down and throwing grenade from a height also kills them.



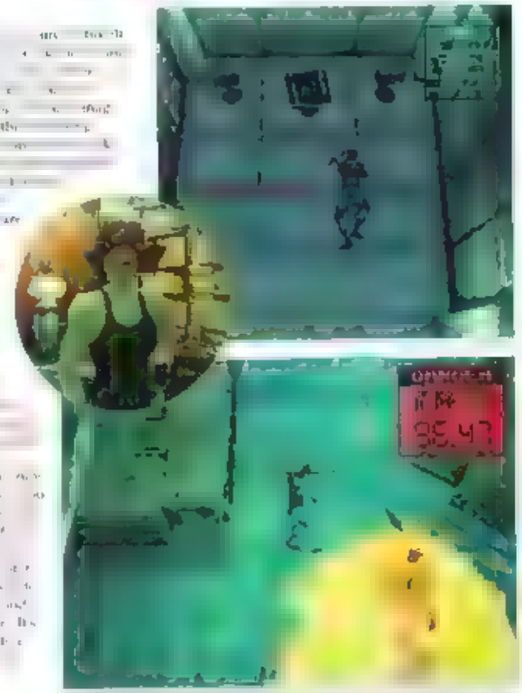
THE TWO GUARDS BLOCK THE CORRIDOR. THEY'LL MOVE THEIR HEADS TO THE LEFT AND RIGHT. IF YOU WAIT FOR THE GUARD TO MOVE TO THE LEFT, YOU MAY SAFELY PASS THROUGH THE RIGHT SIDE. IF YOU WAIT FOR THE GUARD TO MOVE TO THE RIGHT, YOU MAY SAFELY PASS THROUGH THE LEFT SIDE. IF YOU WAIT FOR BOTH GUARDS TO MOVE, YOU MAY SAFELY PASS THROUGH THE MIDDLE. IF YOU DO NOT WAIT, YOU WILL BE SPOTTED.







YOU'LL BE TOO FAST HE DOESN'T TURN AROUND



IF YOU'RE RAN A CIRCLE YOU INTO GUARDS, HEY, I'M BOMB AT THE MERCY OF A GUTSY

QUICK GUIDE CONTINUED

Codec Frequency Table

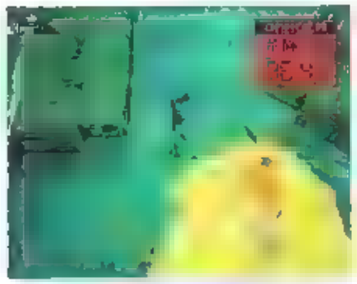
During the game you'll need to communicate with a number of people, here are all the numbers you'll need:

Campbell
Naomi
Mei Ling
Master
Otacon
Meryl
Nastasha
Deep Throat

- The SOCOM - has a laser sight. If you hold the square button down, holding it go into the weapon.
- C4 Plastic explosives - placing them near security photo cells will blast a hole in them. You can usually see these pulsed cells in first person perspective.
- If you like the SOCOM with a silencer equipped it allows you to sneak up on guards.
- The FA-MAS - is a lightweight Machine Gun. Very loud but can withstand adverse conditions and works well after being in water, mud or snow.
- PSG-1 - a Sniper Rifle with a silencer. Great for hold and is great for removing enemy threat from a distance.

The Stinger - is best suited against heavier, good for destroying armour or people. It is very loud and guards will come running for miles.

- The Nikita - a remote controlled rocket launcher, which proves useful for scouting out areas before you go into them, and if you find anything you don't like just guide the rocket into it. Also very loud.
- C-4 Explosive - we all know what this is, useful for remote powder or destroying recently placed walls. Up to 10 can be laid and detonated one at a time.
- Claymore Mines - are useful for ambushing guards. Use the thermal goggles to detect them or the mine detector. You can move over them to pick them up.
- Chaff Grenades - disable electric sensors and cameras. Just remember they also you your senses.
- Stun Grenades - stun the enemy.
- Hand Grenades - big bangs kill all enemies but will attract more, useful as tactic.



Resident Evil

REDTIDE

GENRE

Action Adventure

Developer	Publisher	Supplier	RRP
Konami	[illegible]	[illegible]	R4

http://www.redtide.com

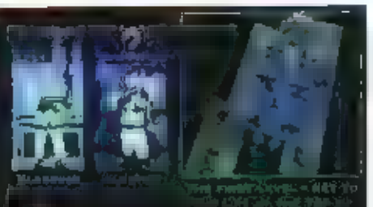
Multiplayer	Comparatives	Pro's	Con's
No	Resident Evil 2	Good Story, Immersive, Engrossing	Limited Camera Angles, Continuity, Unrealistic at Times

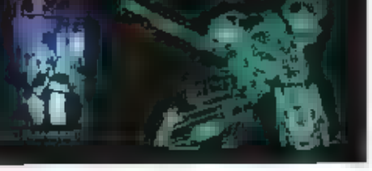
Controller Support	Optional Extras
Dual Shock, Analog, [illegible]	Memory Stick

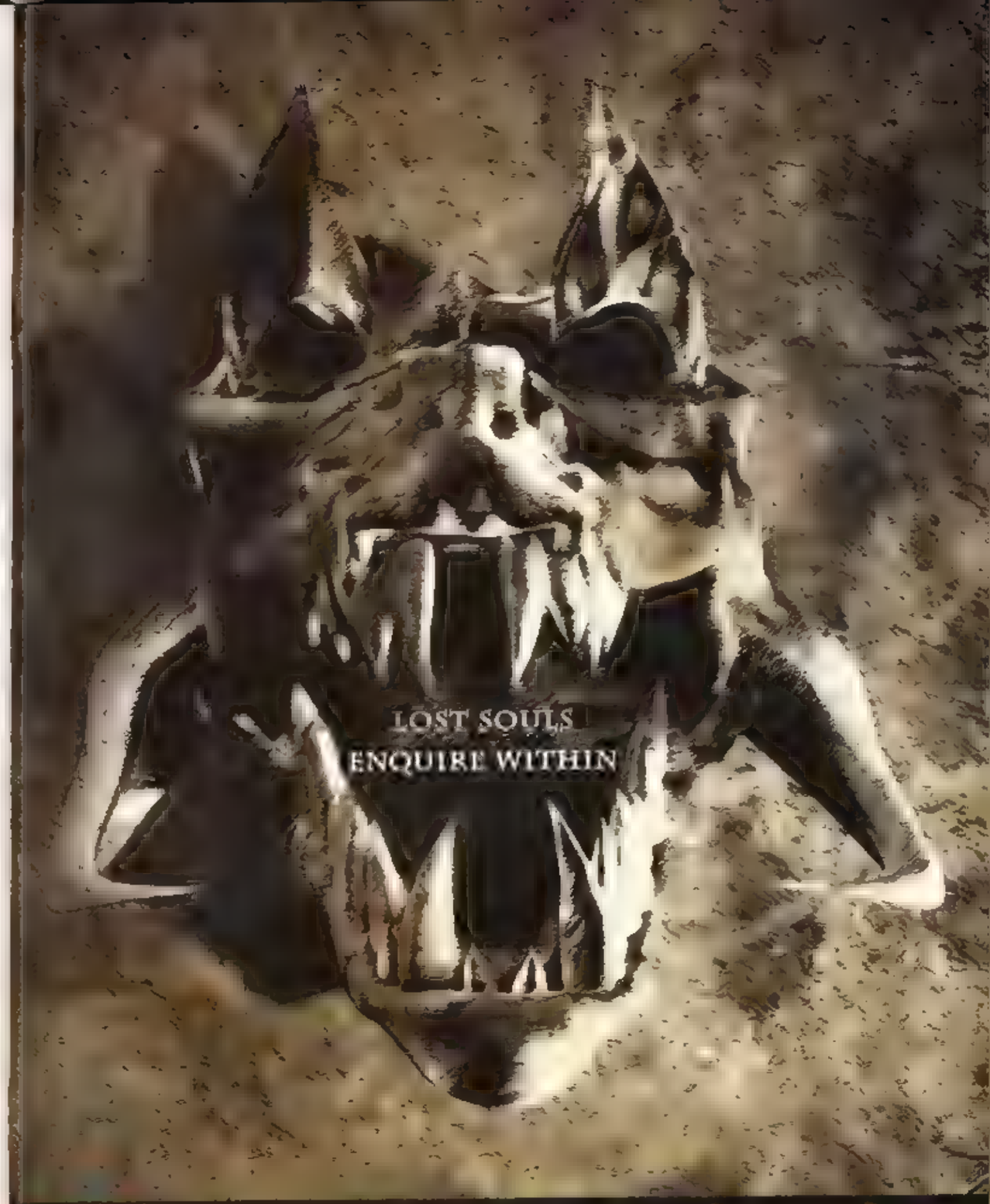
Graphics	Sound	Control	Story	Continuity	Playability
92	88	86	90	87	94

90

QUICK GO OF CONTINUED







WWW.JA.CO.ZA

LANDS OF LORE III

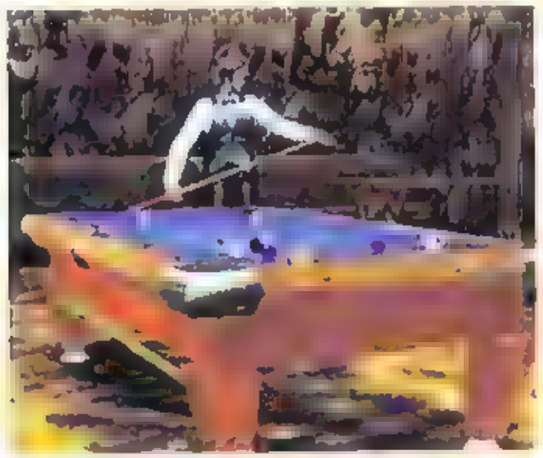
A SOUL-SEARCHING EXPERIENCE

Westwood

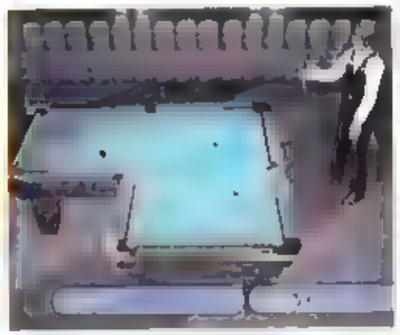
www.westwood.com

Pool is one of the very few sports that has yet to be represented in an electronic form on either the PlayStation or the PC. Gremlin Interactive the creators of the highly successful Actua Sports series (including the much-acclaimed Actua Soccer games) are set to change this with Actua Pool.

actua POOL



A RANGE OF DIFFERENT CAMERA ANGLES PROVIDES THE GAMEPLAY AND OVER ME BOTTOM TO TO REALISM



THAT LIGHT BALL HAS AN UNCANNY ABILITY OF GETTING IN THE WAY OF MY SHOTS.

MADMAN

GENRE
Pool Simulation

Developer	Publisher	Supplier	RRP
Gremlin Interactive	Gremlin Interactive	Sony Kinetic Interactive	TBA

http www.gremlin.com

Controller Support	Optional Extras
Dual Shock Analog compatible	1 Memory Block

Multiplayer	Competitives	Pro's	Con's
Yes	[illegible]	[illegible]	[illegible]

Graphics	Sound	Gameplay	Story	Continuity	Playability
[illegible]	50	[illegible]	NA	[illegible]	86

72

"Thus it is that in war the victorious strategist only seeks battle after the victory has been won, whereas he who is destined to defeat first fights and afterwards looks for victory."
(The Art of War by Sun Tsu)

MACHINES

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Revolutionising the sport of golf is one thing, doing it on the PlayStation is another. Tiger Woods is not satisfied with being the number one golfer in the world but wants the virtual golfer number one ranking as well. Seeing as though there is no Ernie Els game out yet, the praise must go to Electronic Arts this time for sinking the putt.

Storm

PAMPINY & NO DRAWER NO MADNESS

AN ARCADE STYLE GAME PLAY

STORM

GENRE
Golf Simulator

Developer	Publisher	Supplier	RRP
Electronic Arts	Electronic Arts	Electronic Arts Africa	R 359.00

http://www.easports.com

Controller Support	Optional Extras
Dual Shock Analog Compatible	2 Memory Blocks

Multiplayer	Competitives	Pros	Cons
Yes	Actua Golf, Everybody's Golf	[illegible]	No proper Dual Shock support [illegible]

Graphics	Sound	Gameplay	Story	Controlability	Playability
91	[illegible]	85	NA	90	87

87

Amongst the plethora of racing titles for the PlayStation, ranging from the mediocre offerings such as Ridge Racer to the awe inspiring Gran Turismo there is little in the way of innovation. Blue Shift dare to be different and have brought us Running Wild – and they didn't do too badly either.

MadMan

Speeding around the Zoo

A racer with a change and all in the spirit of fun. That's the name of the game with the spry named Running Wild. Instead of speeding around race tracks at 300+ km/h in a modified Dodge Viper in an attempt to collect massive amounts of prize money, Running Wild is all about good, simple fun and it does it so well. As opposed to the stereotypes racers of today, Running Wild changes two things – you don't utilize a car and the characters are animals. Whilst the game may look too cute to some people (as did the excellent Spyro the Dragon) the gameplay is surprisingly enticing.

New Mode

The game has only 8 tracks, which at first may seem too few but when you think about it there are actually 15. By now you must be wondering what planet I were on to be so surprised. Running Wild has 3 different difficulty levels, easy, medium and yes, you guessed it, hard. When you first start the game only the easy setting and 4 tracks are available. You can unlock the medium difficulty level, which adds 3 new tracks and adds different perks to the existing tracks by winning the challenge race and unlocking for the hard track. Running Wild boasts a variety of different modes including a practice mode, time trials, classic and challenge modes, all of which make for fun gameplay but 2 player mode is where Running Wild really counts. The two available 2 player modes are classic, where you race through the tracks in a certain order, the winner being whoever has the most points at the end and the simple Vs. mode where you pick any track you like and get it on. Scattered around the courses in both 1 and 2 player modes are power-ups ranging from "Get Big" power-ups (slowly stand on the opposition to punish them), speed-up (pump dividend and various attacks to slow down your opponent), [illegible] Very addictive. I just couldn't put down the controller until I'd managed to get the fastest lap, some flat or give the bloke next door a thumpin' kicking. The tracks are littered with hidden power-ups and shortcuts that add to the life of the game. Also on offer are 6 different characters with different attributes. For example the elephant is strong, the bunny is fast and the others are all round good racers. Graphically the game has a Warner-like feel to it and the images and characters look good. Sound wise the music and effects are pretty good but as expected they aren't outstanding. [illegible] Load times were good and various tips are displayed on the loading screen. I found the website (http://www.runningwild.com) to be good and they have a message board where you can post your best times. The game has support for both the Analog and Dual-Shock controllers and the vibration was thankfully not overdone but rather added to the overall experience. Acceleration is achieved by holding down the X button, which is a bit silly, but there is an Auto-Run option available which lets you concentrate on jumping and the like. Control was pretty good overall and my hands didn't feel terribly punished after a long session.

Overall I found Running Wild to be quite an enjoyable experience, focusing on fun more than anything else. It dares to be different and achieves its goal well. Although it may seem geared towards the younger players, anyone looking for some good fun should enjoy it.

IT'S THE GENERY THING AGAINST THE BULL THING

B.F.D.A. ALERT: [illegible] ANIMALS HAS NEVER BEEN THIS MUCH FUN!

MADMAN

GENRE
Racing Game

Developer	Publisher	Supplier	RRP
Blue Shift	Universal Studios	[illegible]	TBA

http://www.runningwild.com

Controller Support	Optional Extras
Dual Shock Analog Compatible	Memory Block

Multiplayer	Competitives	Pros	Cons
Yes	[illegible]	[illegible]	[illegible]

Graphics	Sound	Gameplay	Story	Controlability	Playability
[illegible]	[illegible]	85	NA	91	90

84

PREDATOR 2

Pro's: Needs no batteries
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Con's: A touch heavy
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Loose trigger

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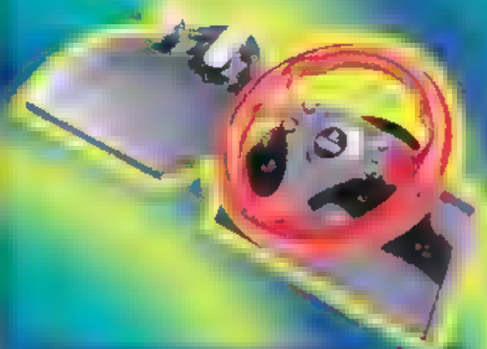

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CLAN WARFARE

RESULTS
MWII vs SAGAMING

1st BONUS GAME WITH FOR 3 POINTS
BONUS GAMES
1ST GAME DRAW 10 0
2ND GAME MWII WIN 10 5
3RD GAME SAG WIN 0 9
4TH BONUS GAMES
4TH GAME MWII WIN 0 4
5TH GAME SAG WIN 0 5
6TH GAME MWII WIN 0 2
5 NAT PE AT WAS 4 3 TO MWII
6 GAMES ATTACK AND VIN A HANDS
BLACK WHITE 1 HANDS 4
TOP FOR

Pay for Play - Online Gaming

Being positioned where we are in the world and the current state of our precious economy, can we justifiably paying hard earned money to play a few hours everyday online? There are a thousand answers to that question and each is valid but now that serious contenders are entering the world market, we are sure it is sitting on most gamers minds.

We have many choices coming to our markets, some in our own backyard. All the servers we have been happily playing on are actually for a higher purpose. The ultimate objective is to charge for the service of playing on the bandwidth, machines and software. These ventures are not cheap, but are lucrative if run in the right way. Examples such as Ultima Online, Everquest and Meridian 59 are just a few of the successful attempts made by developers to gain regular revenue for their efforts. But what happens when such ventures reach our shores? Many of us actually spend a few Rand converted to Dollars and are playing on the overseas bandwidth. The low pings and support are little to curb the desire to build and conquer. We played these because we don't have the opportunity in our own country to support these ventures mainly because we have a small community and that does not justify the investments, but we are sure to see new developments with the games we play at home on our ISP servers. These cannot just sit there and offer fun and enjoyment forever, they will change the concept to pay for play sometime. It is not a long way off, we should start to see developments by the end of this year, if not sooner.

Will we pay to play Quake online? A tough choice but an obvious one. The intentions are not to charge for something we already get for free, but to entice the gamer with up and coming servers that are sure to get the competitive juices flowing. We are on doubt in for something spectacular this year in the way of Online Gaming, but be assured you will have to pay for it to play it!

Check these sites out for more info:
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This section is for PlayStation cheats exclusively, PC gamers please see the Cover CD where we place any new cheats for PC games. The archive on the CD is ongoing and contains all PC cheats to date. In the future we may consider placing a PlayStation cheat archive on the CD.

PLAYSTATION CHEATS

R-Type Delta

100% Force Power and Full Power-ups
To get full power-ups for your weapons during any time of the game, press START to pause the game then hold L2 and enter one of the codes below:

100% Force power
L, R, U, D, R, L, U, D + Triangle
Red Power-up
L, R, U, D, R, L, U, D + Square
Blue Power-up
L, R, U, D, R, L, U, D + Cross
Yellow Power-up
L, R, U, D, R, L, U, D + Circle
NOTE: Make sure you have a Force Pod before you use the power-up codes. To get the Force Pod any time of the game, do the code for 100% Force power followed by any of the power-up codes.

Running Wild

Alternate Uniforms
To change your uniform color press L1 or R1 when choosing a character.
Shortcut in Jungle
Jump through next to last waterfall in the jungle and you will be at the finish line.

Shortcut in Lava Level
In the lava level soon after the finish line, there is a hole all the way to your right right after you jump over all of those lava pits. Run onto the last beaster before the hole in the wall and jump into it. This hole runs across part of the level.
Shortcut on Moon
The shortcut is directly after the split tunnel starts on your left. Run to your right, then jump at the wall on your left after you pass the ramp.

Rayman

Big Rayman
After the Ubi Soft logo appears, press and hold L1, L2, R1, R2. Keep holding these buttons until the animation of the brick wall appears. Continue to hold these buttons and press Start. **KEEP HOLDING DOWN EVERYTHING INCLUDING START**, then release everything when the screen turns black.
Extra Continues
When you've lost your last man and are down to two or fewer continues, press Start to continue your game, then press Up, Down, Right, Left for 10 free continues.
Full Power-Ups and 99 Lives
While playing, pause the game and hold R1 + R2 + L2, while holding these buttons, press Circle, Right, Square, Left, Circle.
If that doesn't work, pause the game by pressing Start. Press and hold L2, continue to hold L2, and press and hold R1. Holding both L2 and R1, press and hold L1. Now press and hold R2 while holding the others. Now release them in this order: L1, L2, R2, then R1. Now let Circle. Press and hold Left, press and hold circle, press and hold Square, and press and hold Triangle. Release them in this order: Left, Triangle, Square, then Circle.
Passwords

Free the electoons with this set of passwords. Please note that these passwords only work in the American version of the game.

Level / Effect	Password
99 Lives	BN99RM!R3!
Finished Music	J5W!P95BVB
Finished Mountains	J5R!ZKCBMD
Finished Caves	SMDKV7WKXD
Access to Space Mama	T6ABSM!!DB
Access to Scope	72MC9J!0TB
Finished Image	BRJ!!Y58MD
Freed all Electoons	49Xrlw9xd

Reboot

Flying
At the main menu, press Left, Down, Right, Left, Up, R2, L1, Up, Left, Right.
Free Shield with Every Glitch Pickup
At the main menu press Down, R1, Left, Right, Down, L2, R2, Left, Right, Up.
Full Glitch Energy
At the main menu press Right, L1, Up, Right, Down, L1, R1, Up, Down, Left.
Max Out All Weapons
At the main menu press Up, L1, Down, Up, Left, R1, R2, Down, Left, Right.
Play as Dot
At the main menu press Left, R1, Right, Up, Down, R2, L1, Right, Up, Down.
Play as Enzo
At the main menu press Up, Left, Down, Left, Down, L1, R1, Right, Down, Right, then start a new game.

Pitfall 3D

10 Lives
To start with 10 lives, enter the password GIVEMELIFE.
99 Lives
To start with 99 lives, enter the password STEVECRANE.
Big Head
It seems Bruce Campbell's career went to his head. To see for yourself, enter the password BIGHEADHARRY.
Bonus Game
To play the original Pitfall, enter the password CHANGEHARRY, while playing this game you can enter any of the codes below:
R1 + R2: Toggles "Dary head" (Programmer of 2600 version)
R1 + Circle: Toggles "Elvira head" (Daughter of Lead Programmer)
R1 + Triangle on a crocodile screen: Makes right crocodile say "Hi Mom"
L1 + L2: Toggles infinite lives
Credits
To view the end credits, enter the password CREDITS.
Flat Harry
For a 2D Harry, enter the password 2DHARRY.
Floating Harry
To float all the time, enter the password ZEROGRAVITY.
Passwords
We've seen numerous requests for a password or location of the original Pitfall for the Atari 2600 hidden inside Activision's Pitfall 3D: Beyond the Jungle.
A very popular method for extracting passwords is to load executable (EXE) files into a hex-editor and search for text that may be a password. Surprisingly, we extracted quite a list. While we've tried quite a few, we decided to post the list immediately with hopes of reposting it at a later date with full descriptions. For now, have fun determining the results of each listing. most are self-explanatory.

Pitfall 3D Passwords
CATWALK
METROPOLIS
DEEPDARK
EMPLACE
HOTROCKS
GOINGDOWN
WONTHATRUCT
JAILBROKE
THUNDERDOMES
MAGICGARDEN
SPOOKYVEGAS
GETHELBIG
BIGNOPERTY
Shut up, Harry
To eliminate Harry's quips, enter the password STOPTALKING.
View Cutscenes
To play all the comic-style cutscenes, enter the password PITFALLCOMIC.
View Movies
To play all the movies, enter the password PLAYMOVIES.
Warp to Endgame
To skip to the final boss, enter the password BETTERLAST.

Asteroids

Cheat Menu
When the "Press Start" screen appears, hold Select and press Square, Triangle, Circle, Triangle, Triangle, Square, Circle. You should hear an asteroid exploding. If not, try again. Now, anytime during the game press Select and Start at the same time. A small screen should come up asking you what level and zone you want. You will also get the option of turning off collisions. To activate the cheat codes, press R1, R2, L1, and L2 at the same time.

Hidden Fourth Ship
At the title screen press and hold SELECT, then press Triangle, Circle, Circle, Triangle, Square, Circle, Square.
Invincibility and Level Select
At the title screen press Square, Triangle, Circle, Triangle, Triangle, Square, Circle. To activate level select, press Start + Select while playing, then press L1 repeatedly until the desired level appears.
Play Classic Asteroids
To get the original game you must go all the way through the first mission until you get to level 15. Once you get to level 15, continue to play but look for a greenish wire-frame asteroid to come into the screen. Shoot the green asteroid and big words in green will appear on the screen letting you know the game is unlocked, but don't stop just yet. Finish level 15 and save your game so you can save the original version for fun.

Bushido Blade 2

Play as Female Gunfighter
To play as the female gunfighter (what is her name?), you must beat Slash Mode in under 15 minutes with any character from the Matsunosuke school.

Play as Extra
To play as Extra you must beat slash mode in under 15 minutes with any character from the Shelnio school.
Slash Mode
To unlock slash mode you simply have to get ten of the twelve supporting characters. It does not matter which ones.

Brian Lara Cricket

Always Win
To always win no matter what your score is, go to the Classic Match password screen and enter the password GETMEIN.
Classic Match Passwords

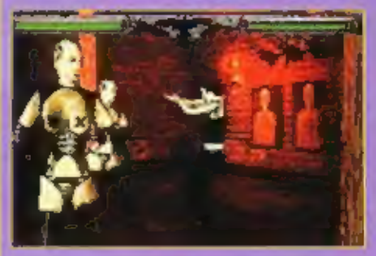
Level	Password
2	OVERTHR
3	SADSACKS
4	DILLEBPT
5	RATCHKIS
6	PANCAKKK
8	PLACEEDI

Cricket on the Beach
To play in the sand, go to the Classic Match password screen and enter the password SUNSHINE.
Large Heads
Go to the Classic Match password screen and enter the password BIGHEADS.
Large Headed Players
Go to the Classic Match password screen and enter the password BIG-HEADS.
Play with a Beach Ball
Select Classic Matches then enter the password BOUNCEBALL. When you start a match you will be playing cricket with a beach ball.
Playing Tip
1. If people are getting fed up with the opposition getting loads of runs here's a way to get the entire team out for a small amount of runs.
2. Start your match as normal. If you pick your own team make sure there are slow and swing bowlers in your team.
3. As the opposition are about to bat press START.
4. Then arrow down to WEATHER CONDITIONS.
5. Then press X and the match will reload.
6. You should then be able to line up your bowler to hit the wickets or get an LBW.
7. You can't do this on your first ball for any new bowler but you can for any bowl after that.

Slippery Ball
For an interesting twist, select Classic Matches then enter the password UNOFFBALL.
Stronger Batsmen
For super strong batsmen, select Classic Matches then enter the password SUPERMAN.
Wickets Never Fall Over
To prevent the wickets from falling over when you hit them, select Classic Matches then enter the password DOLI-DOAN.
World Team in Friendly Matches
To access the World Team in friendly matches, select Classic Matches then enter the password PERKIONE.

Crow:City of Angels

Debug Mode
Enter the password Square, X, Square, Circle, Triangle, Triangle, Circle, Square, X, Square.
FMV Select
Enter the password Triangle, Triangle, Circle, Circle, Circle, Circle, Circle, Circle, Triangle, Triangle.
Long Neck Mode
Enter the password X, Circle, Triangle, Circle, Square, Square, Triangle, Circle, X, Circle.



Level	Password
Pier	Triangle, X, Triangle, Triangle, Circle, Square, Triangle, X, Circle.
Boat	X, X, X, X, Triangle, Square, X, Circle
Tomb	Triangle, Circle, Triangle, Circle, Square, Triangle, Triangle, Circle, X, Circle.
Grave	X, Triangle, X, Triangle, Square, X, X, Triangle, Square, Circle.
Church	Triangle, Triangle, Triangle, Triangle, Circle, Square, Triangle, Square, Square, Circle.
Day O' Dead	X, Triangle, X, Triangle, Square, Circle, Circle, X, Square, Circle.
Club	Triangle, Circle, Triangle, Circle, Circle, Triangle, X, Circle, Square, Circle.
Tower	X, X, Circle, X, Square, Square, X, Triangle, Circle.
Borderland	Triangle, X, X, X, Circle, Square, Triangle, Square.
Finale	X, X, X, Circle, Square, Square, X, X, Triangle, Circle.

Skinny Mode
Enter the password Triangle, Triangle, X, Square, Circle, Circle, Square, X, Triangle, Triangle.
Unlimited Energy
To start on the ship with unlimited energy, enter the password Circle, X, Triangle, X, Circle, Triangle, Square, Circle, X, Square. Your invincibility will last until you reach the final battle.

Please send any cheat request to cluelessmag.com we will do our best to fulfill any requests and either place them on the CD or inside the magazine.

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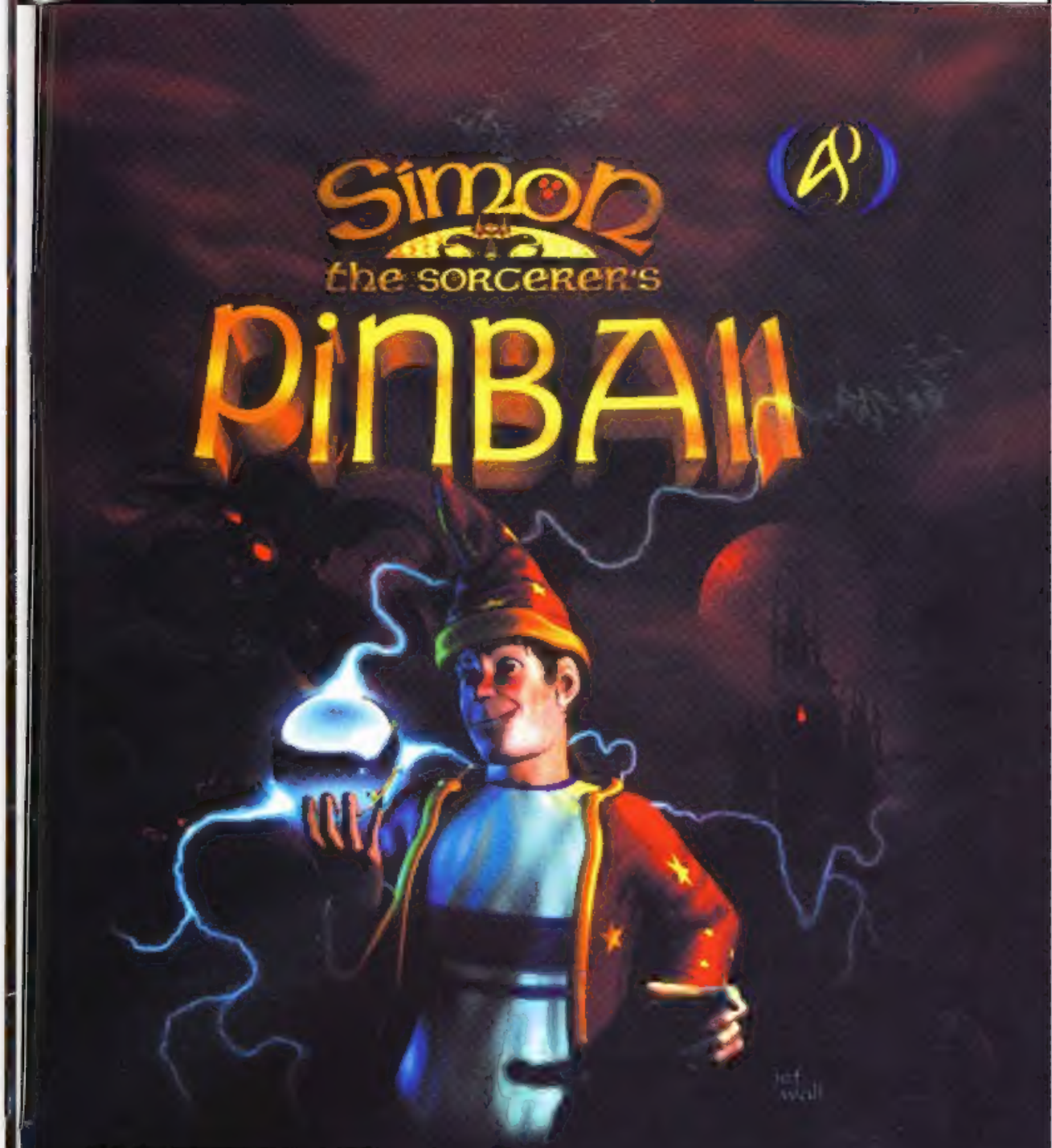

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SEND OFF

Happy Birthday to NAG, Happy Birthday to NAG... dada da da dadada... Yes you guessed it this April New Age Gaming has been going for one year exactly. Thank you to everyone who has ever bought an issue of New Age Gaming for supporting us. As you can see we have revamped some of our sections and the general look of the magazine. We hope you find the new look just as good as the old one, actually I think it is a lot better. We also upped our distribution so everyone calling us with 'Where's the new New Age Gaming issue?' will be able to find it, and the CNAs will hopefully not sell them out so soon. Ok you got me.... We hope that even with the increased volume they will sell out quickly, that just means that the gamers appreciate our magazine and we can plan even better things for the future.

We have included a survey in this issue and we need everyone to send us a filled in survey form. By answering the questions truthfully we will be able to improve the magazine as well as find out exactly who is reading New Age Gaming and get a better understanding of fulfilling your needs.

This month we also included a new section titled The Magic Zone, which deals with the most succesfull card game ever, Magic: The Gathering. This section will feature from now on and will bring an article about alternative gaming to the magazine. We also have a starting booster on the Cover to introduce those not familiar with MtG to the game. Fast paced gameplay and strategy make MtG what it is today. Coming next month we have something special for our readers. Electronic Arts Africa will be sponsoring 3 Alien vs. Predator posters. Yes you heard me correctly 3 Alien vs. Predator posters. If you decorate your room with gaming posters, like we do, make sure you get next months issue.

The posters will most likely contain a Marine, Predator and Alien. We were suppose to show up at the LAN party this weekend but unfortunately didn't make, due to the fact that we were working on the issue. Appologies to the organisers, and we promise to attend the next one. Luckily Errol from handmade software poped by and picked up all the prizes for the LAN party. We hope the winners will take full advantage of the products sponsored.

Now onto the future as we take on the next year to bring the South African gamers the very best in gaming reviews, previews, and Cover CDs. We also have some other interesting projects planned for the year, so make sure you check out next months issue to find about our first big event for this year.

You Never Heard It From Me...

Once again this month I will be going with games that I know will make our next issue. I think I will do it from now on purely based on fact and use the crystal ball only in emergency cases. We have some great games coming as we get closer to the middle of the year when some of the more anticipated titles will hit. Hopefully between now and then none of my choices will undergo a sudden delay, but then again developers are developers and they're word is final. We are currently setting up more channels to the overseas distributors to bring everyone timely previews and reviews. As for games in our next issue here is some of the titles you may expect:

Activision's Heavy Gear II brings all the excitement of Mechs and First Person action together. Command your mech unit into battles as one of the elite. The terrible Interpolar War between the Confederated Northern City-States and the Allied Southern Territories has reached a cease-fire on Terra Nova, and you are assigned to keep the peace. Stationed on the planet Caprice, which is the important "Gate World", you must stop any invasions from reaching your home planet Terra Nova.

Based on the legendary universe of Star Wars, created by George Lucas, X-Wing Alliance allows you to take control of 'the fastest ship in the galaxy', the Millenium Falcon as well as X-Wing Fighters, A-Wings, B-Wings, Y-Wings and other Corellian transports. X-Wing has over fifty new story driven missions for single player and new multiplayer options. According to the feature list you will also be able to fly inside the Death Star for the first time.

Having spent many months cruising around the Touring Car Circuits in the original TOCA: Touring Cars it is with great excitement that we anticipate TOCA 2: Touring Cars. If Codemasters track record of previous award winners stands up to the test then we can expect nothing less than perfection from this sequel. NAG's undercover operations have filtered back information from the distributor MMW stating this is bigger and better than before.

From Acclaim we will be looking at Turok 2: Seeds of Evil, which continues the story of Turok. By destroying the Chronoceptor in the last installment by throwing him in the volcano, Turok unwittingly awakened an even deadlier foe - The Primagen. Optimized for the PC to include new multi-player maps and modes, re-rendered hi-res textures, and Gamespy support, Turok 2: Seeds of Evil should be interesting to play to say the least.

After 2 years of intense development NAMCO is ready to release Ridge Racer Type 4 to the public. Take part in sleek, adrenaline-pumped racing action in 4 modes of play over 8 stunning tracks in 45 unique cars. Players will be able to customise their vehicles using in game decals. The companies official line is 'Ridge Racer Type 4 will turn your head, break your heart and steal your soul...' We will just have to see how true that statement is next month when we review it.

Please keep sending in those letters and comments. Tell us what you think of the new design or just drop us an email to share your viewpoints on the gaming industry in South Africa. We enjoy reading all of our mail and some letters have really caught our attention with valid concerns that we put to the publishers in South Africa. Till next month...

KEEP FRAGGIN, KICKIN BUTT, STRATEGIZING, SPORTSIZING AND PLAYING GAMES - SOUL ASSASSIN

TO GET A FEEL FOR THE NEW RIDGE RACER DRIVING GAME, RIP THIS AD OUT, CAREFULLY CUT OUT THE WINDSCREEN (PARENTAL SUPERVISION ADVISED), HOLD THIS PAGE ABOUT 3 CM FROM YOUR FACE, AND RUN REALLY FAST. OR YOU COULD JUST GET THE GAME.

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